ISSUE 5
FREE WITH ISSUE 234 OF COMPUTER AND VIDEO GAMES

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GAMES

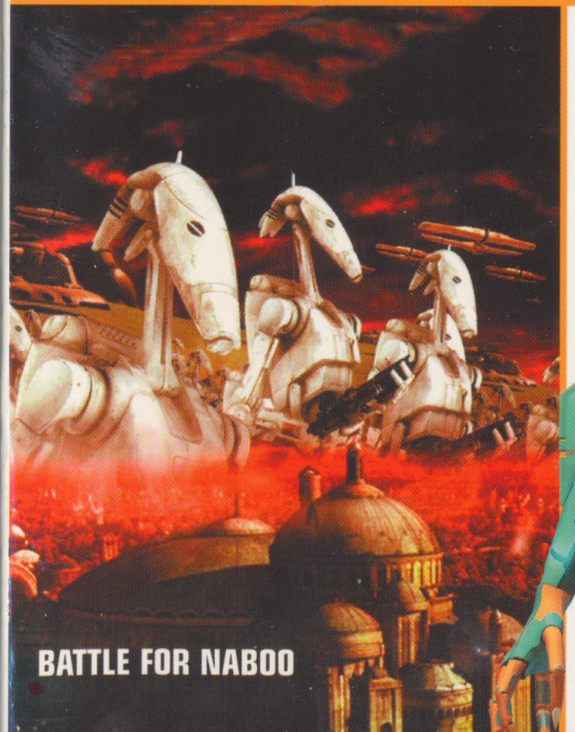
ZOE BATTLE FOR NABOO FIGHTING VIPERS 2(C)12 FINAL RESISTANCE

GAMES

FIGHTING VIPERS

(C12) FINAL RESISTANCE

THE OFFICIAL computer and video GAMES GUIDE



BATTLE FOR NABOO

Z.O.E.

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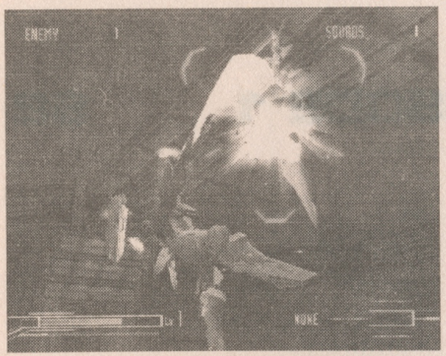
Z.O.E

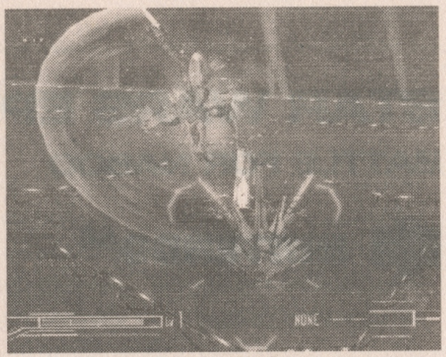
Anyone who may disappointed with the games on their PS2 so far will now be able to grin ear to ear as ZOE is a truly astounding next generation game. Fly around in big robots and destroy other big robots. What more could any gamers want?

ZOE

You assume the role of Leo, a small child living on a space colony. All of a sudden orbital frames attack the colony. Leo falls into the cockpit of a giant robot and your mission begins.



Your first job is to kill the pesky raptor frame in front of you. Just stride over to hit and smack it a few times with your sword to destroy it. Talk to Ada, get the metatron and exit the hangar by following the indicator.

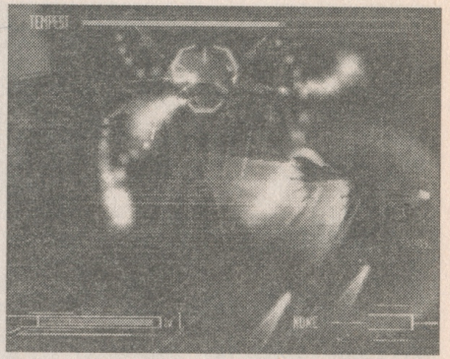


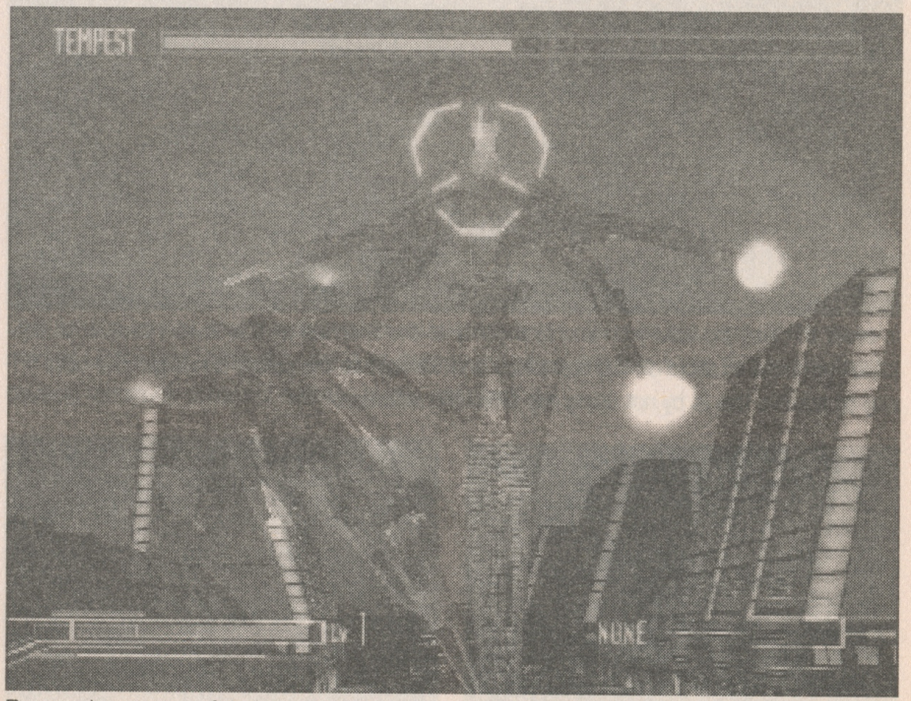
Once outside you will be confronted by two sets of enemies, which are easily killed. Following this you will have a fight with Viola but she runs away after a few hits. After Viola leaves get the scout module. Now kill all the enemies and get the flying ability before exiting the area.

TEMPEST

Tempest is the first boss of the game and is rather huge. Despite this he is fairly easy to kill so long as you know how. The best way to survive this battle is to put dodging to good use.

Avoid the fireballs he sends out and shoot him whilst you do so. After damaging him enough he will lose the big bowl over his head and start flying around. When his head pops up shoot it with missiles. Keep avoiding his attacks and shooting in-between.

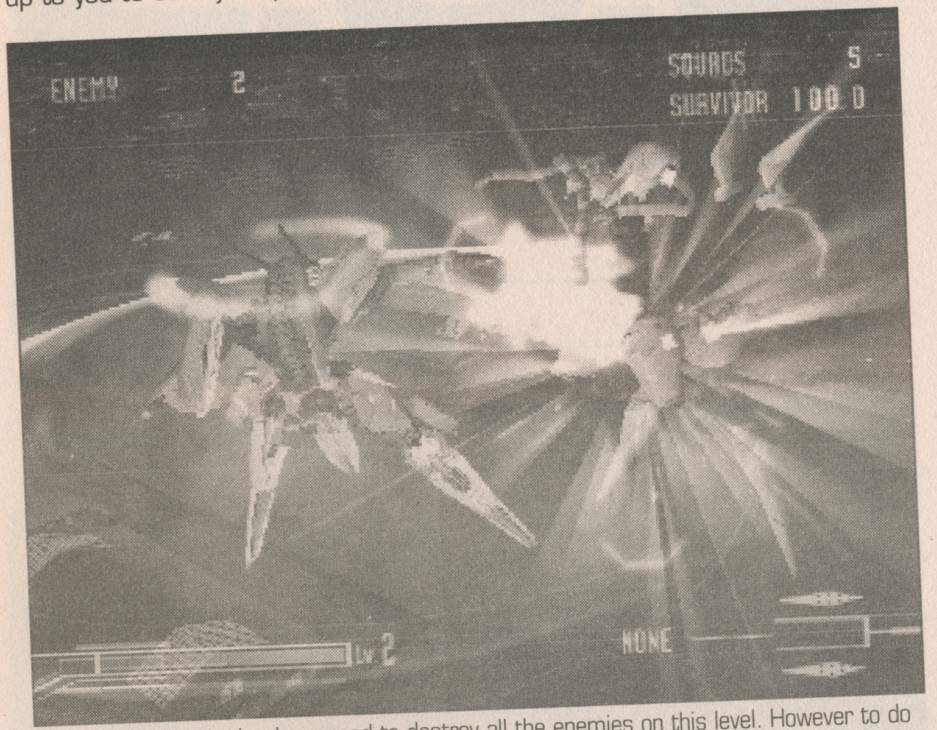




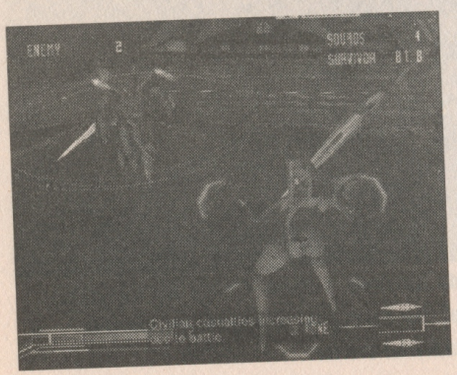
Repeat the pattern of dodging and shooting until Tempest is dead. Watch the cut scene and then get the metatron by the church. Kill all the frames on this level and get the upgrade before leaving the area and heading back into the air.

SOS IN TOWN 2

When you leave town 1 you will receive a distress signal. Although you do not have to help the people it is better if you do so head into town 2. It is up to you to save your people from the rampaging frames.



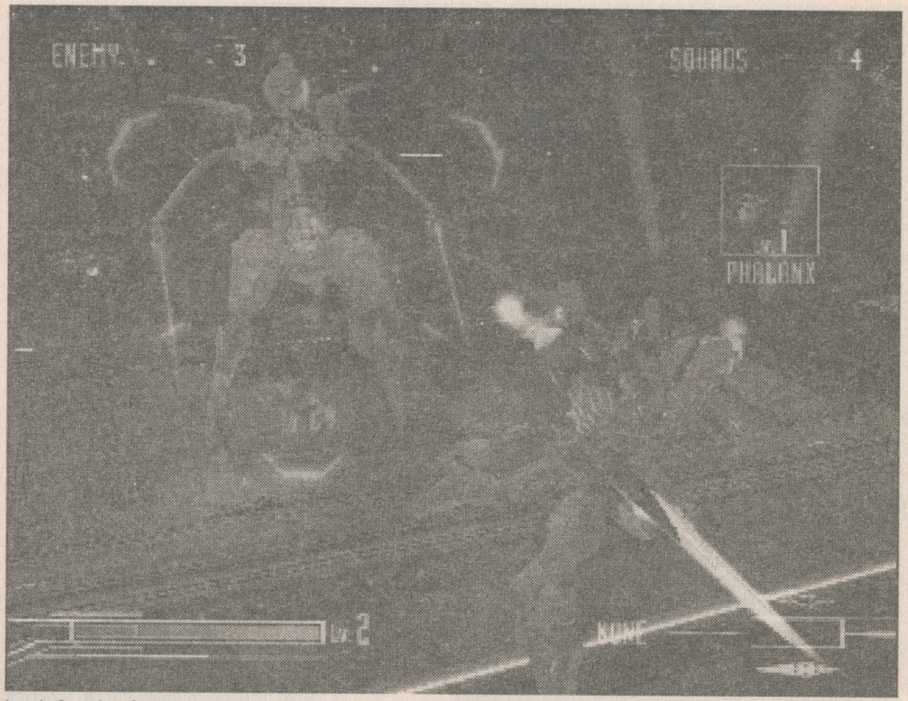
In order to clear the level you need to destroy all the enemies on this level. However to do it well you need to avoid civilian casualties and damage to the colony buildings. The best way to achieve this is by not using any projectile attacks.



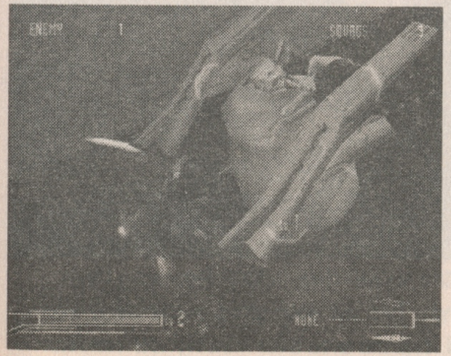
Approach each group of frames one at a time. Come in from the air so that their attacks are aimed upwards and away from the buildings. Engage in close combat with your sword and draw the enemy away from any buildings. Once all are dead exit the area.

FACTORY 1

Return to factory 1, as you need to get vital information about your mission. Every time you return to an area it will be re-filled with frames. As the game progresses the frames will get harder and harder.



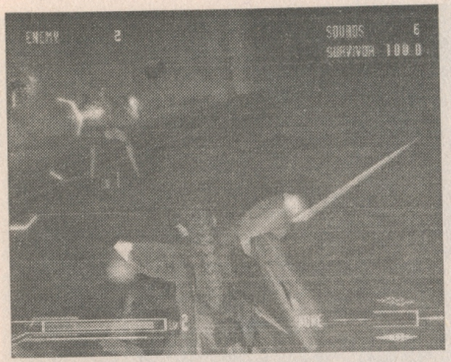
Look for the frames with the pass code and destroy them. Then go over and kill the group marked with a star. After they are dust destroy the remaining frames on this level without causing too much collateral damage to the surroundings.



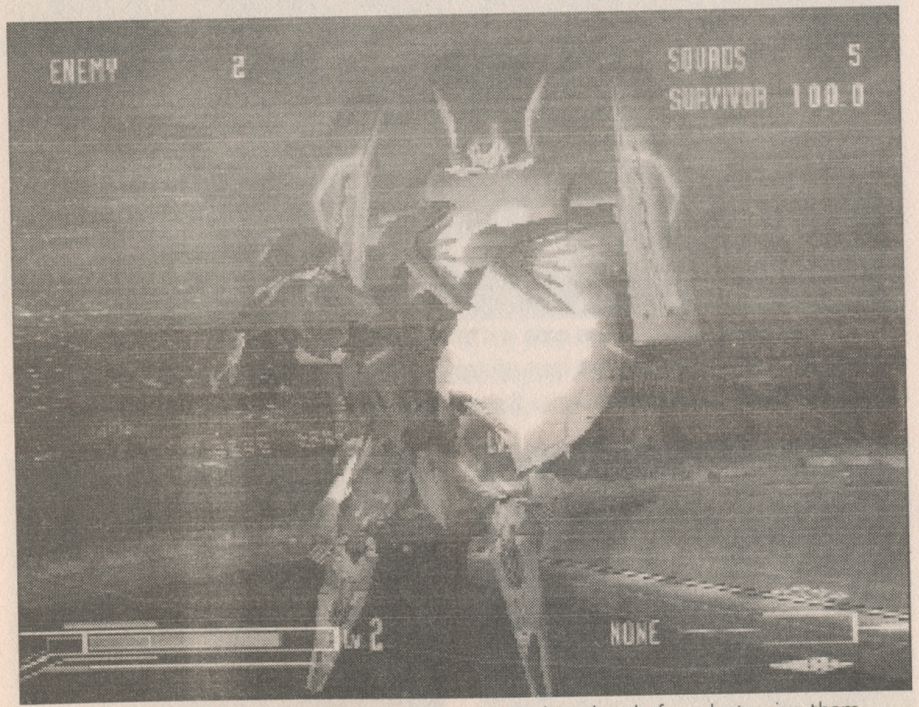
Once you have the Antilia code find the terminal and download the information. When the information is yours and all enemy frames are destroyed you can exit the area.

TOWN 1 SOS

As you get back into the air you will receive another distress signal. Once again you do not have to answer it but if you want the best from the game then you should.



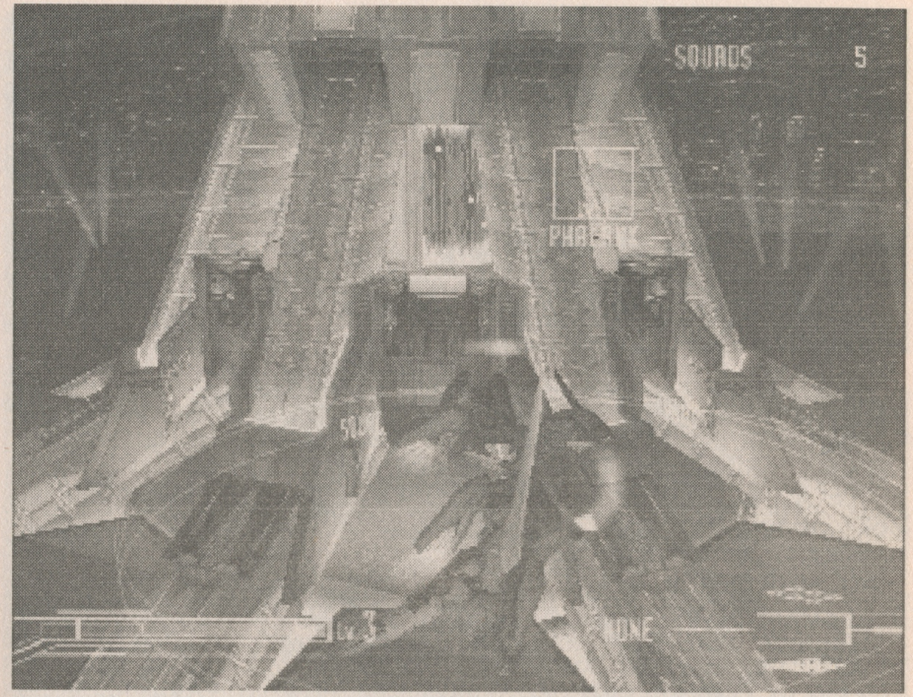
As you descend into Town 1 take a look at your map where you will discover that only one building has any survivors. This means you can easily get a 100% survivor record. However there is lots of tough patrolling enemy frames to deal with first.



Engage the nearest frames and back pedal to the sunken river before destroying them. This way they will find it hard to destroy buildings. Take out each group in the same way until they are all smoking hulks of rusted metal. Exit the area after viewing your results.

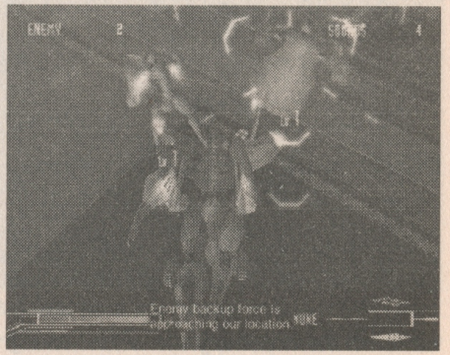
CITY 1

Leave the town and fly over to that big lit-up column and enter a new area. This time there are no buildings or civilians to worry about so you have all the time in the world to party with the enemy frames.



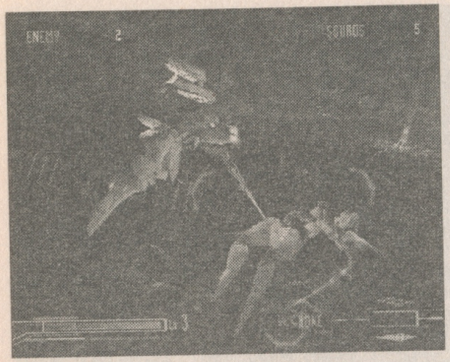
As soon as you arrive Ada will announce that you can't penetrate the energy shield around the column. Effectively this means you can go through it or even shoot through it.

Ada will tell you to back out to find another solution. However, the more you fight with enemies the more experience you will earn and the harder you will be. Wait for the enemy to come through the shield and then destroy them before exiting the area.



TOWN 2

As you are now aware the game requires you to re-visit old areas time and again, each time giving something slightly different to do. In this instance you are looking for a weapon to penetrate the energy shield in city1.

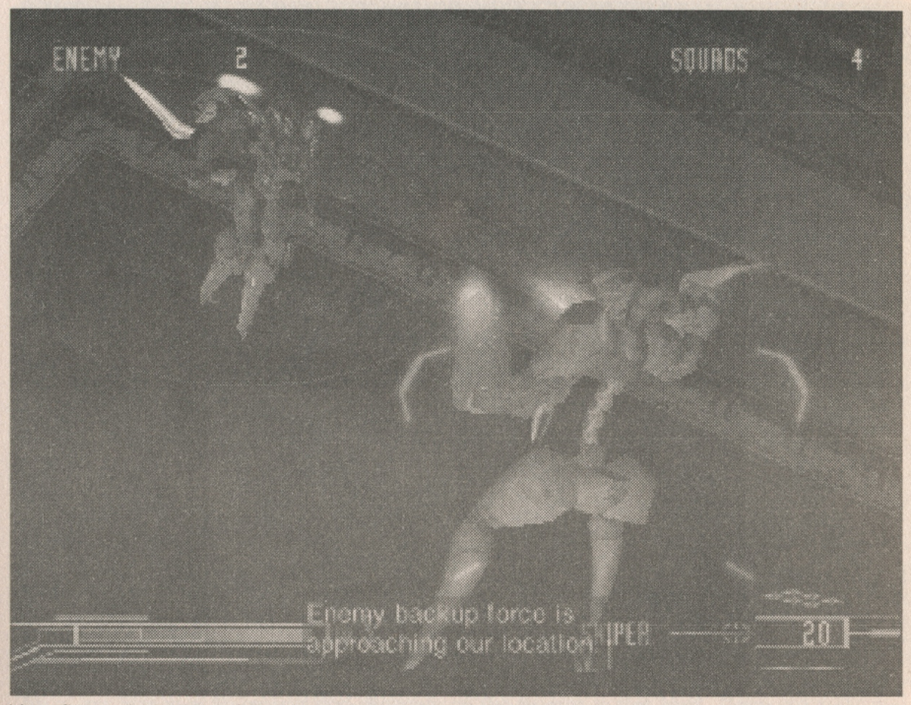


You will notice strange purple things floating around. These are called porters and you need to blow all of them up to get the weapon you need to penetrate the energy shield in city 1. Firstly you need to eliminate all resistance in this level.

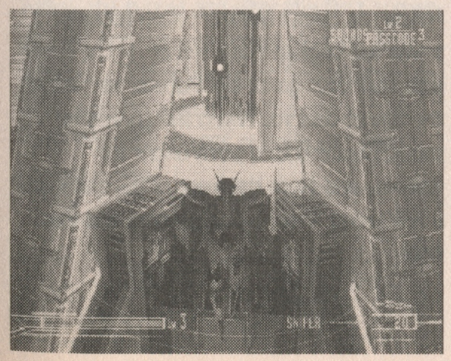
When all the enemy frames are dead take out the porters one by one. Their destruction will reveal the sniper upgrade located on a grass bank in the middle of the map. Get this and then exit the area.

CITY 1

Time to return to city 1 to take out the energy shield generator with your new sniper function. This weapon is only useful for this level, as it is fairly ineffective against enemy frames.



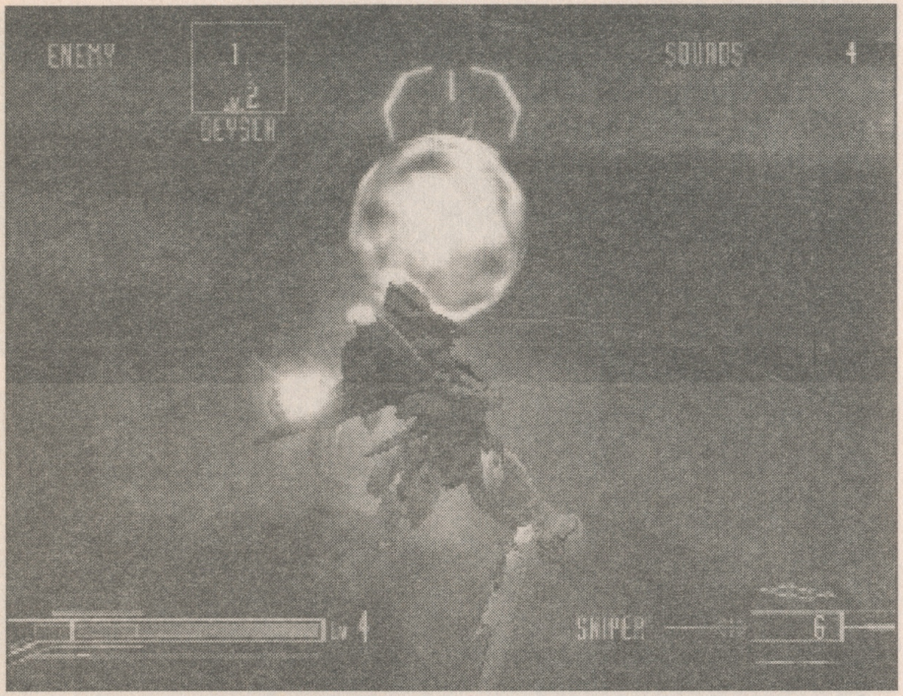
Your first priority is to fight with the patrolling frames in this level otherwise they will rudely interrupt you while you are targeting the generator. Sometimes you need to wait while the enemy comes through the shield before you can attack them.



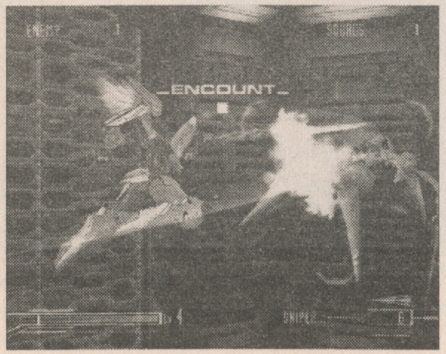
When all nearby frames are dead stand in front of the revolving part in the middle of the column and target it with the sniper. Shoot all of the white dots as they move round to destroy the generator. Afterwards take out all remaining frames and get the weapon upgrade before exiting the area.

ESP1

With the generator down you can move further forwards on the big map. However there is still work to be done before you complete your mission. Time to take out some antennas.



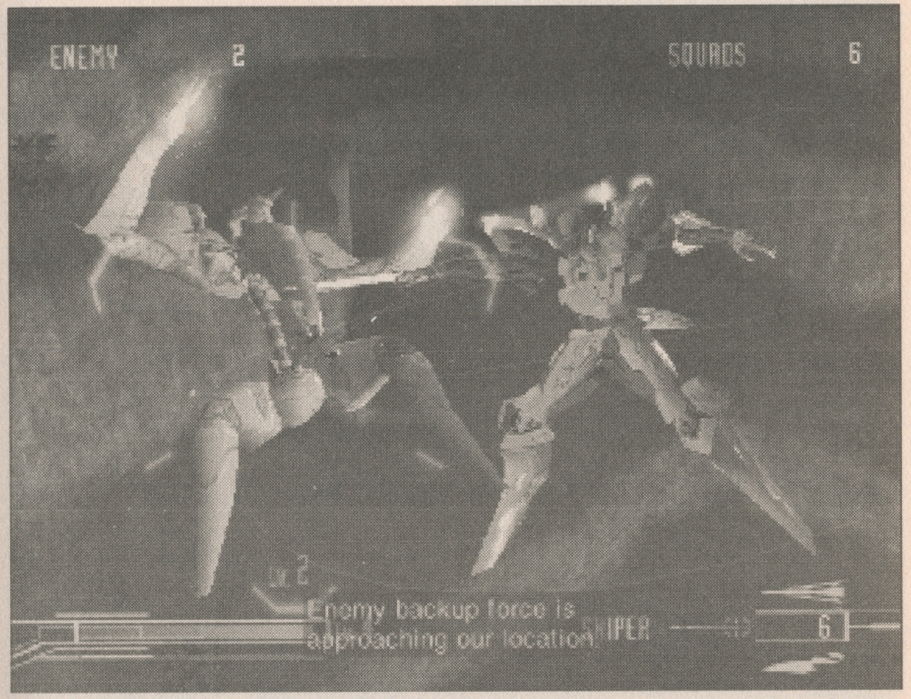
First off wander around and destroy all the enemies on this level, then take out the many floating porters and get the revealed weapon. After clearing the level head to the back where the motorway goes into the cliff and enter the tunnel.



Follow the tunnel along. In each room a frame will appear. Lose 'em all. In the room with two exits go straight ahead and follow the tunnel until you reach the generator room. Descend to a point under the walkway and blast the front of the generator a few times, then exit the tunnel and then level.

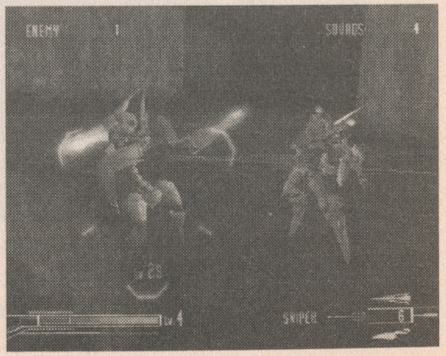
ESP2

Having finished up in ESP1 its time to repeat the process in ESP2. Unfortunately you know it is not going to be that easy, right? On your way there enter City1 to get the mummy from under the column.



As in the first level fly around and eliminate all the frames in this level. There are quite a few different groups so handle them with caution. After the level has been emptied enter the tunnel in the same ways as the previous level.

Follow the tunnel and after the first corner you will find the way ahead blocked. Ada informs you that you must find another way in so exit the tunnel, get the needed pass code from the frames outside and then leave the level.

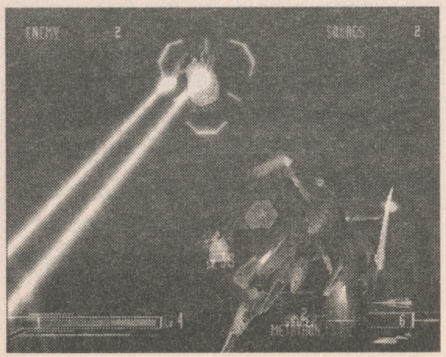


TOWN 1

Ok to get in that tunnel you are going to need to get the second pass code and this is located in town 1. The frames that posses it are reinforced meaning they are slightly harder then your average frame.

There are six groups of frames wandering around in this level. Move from group to group and eliminate them all. Again, use caution and try to avoid too much destruction of the surrounding buildings.

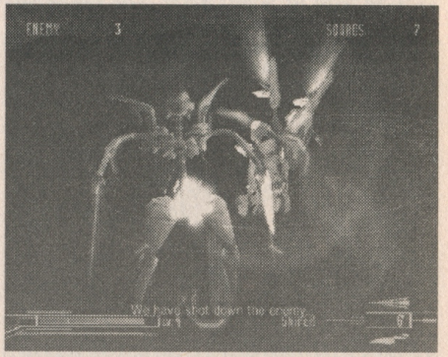
The pass code is contained by three well hard mummyheads. Attack them from a distance and avoid their fire beams. When you have the code get the metatron in the level and then leave the area.

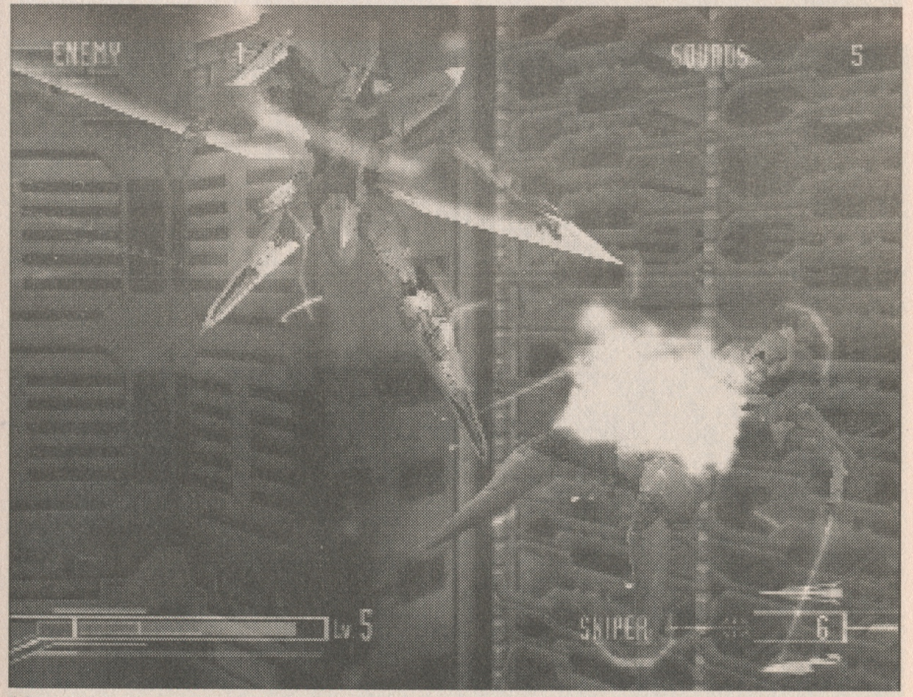


ESP1

Now that both pass codes are yours you're going to need to obtain the relevant programme, which is located in ESP1, so head back to that level.

There are tonnes of frames in this level so carefully move around and eliminate them one by one. You can also collect the sniper ammo although you will probably never need to use it.

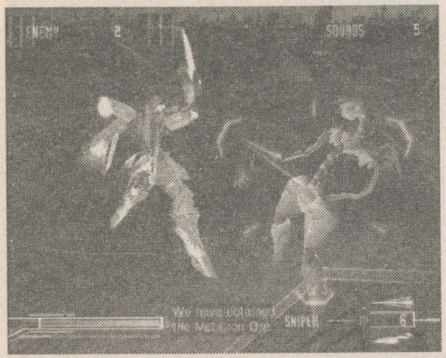




After killing all the frames head back into the tunnel and follow it to the first room. This time take the right exit and proceed through along to the last room where you can get the raptor control programme. Leave the tunnel system and exit the level.

TOWN 2

You have the raptor control programme, now you need to find a spare raptor somewhere. If you have been paying attention to the opening sequences of each level you will know there is a spare one in town 2.

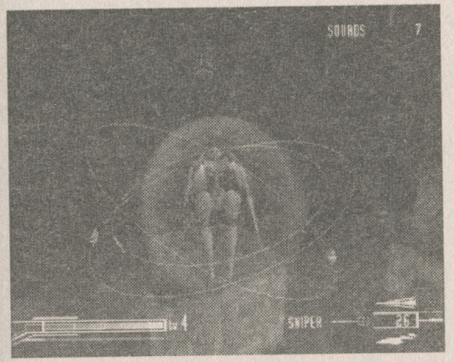


Town 2 is crawling with enemy frames. As before engage them from above to avoid architectural damage. Move from one set to the next and blow them away. Watch out for the leader bot marked with the star, do him first when you get round to his group.

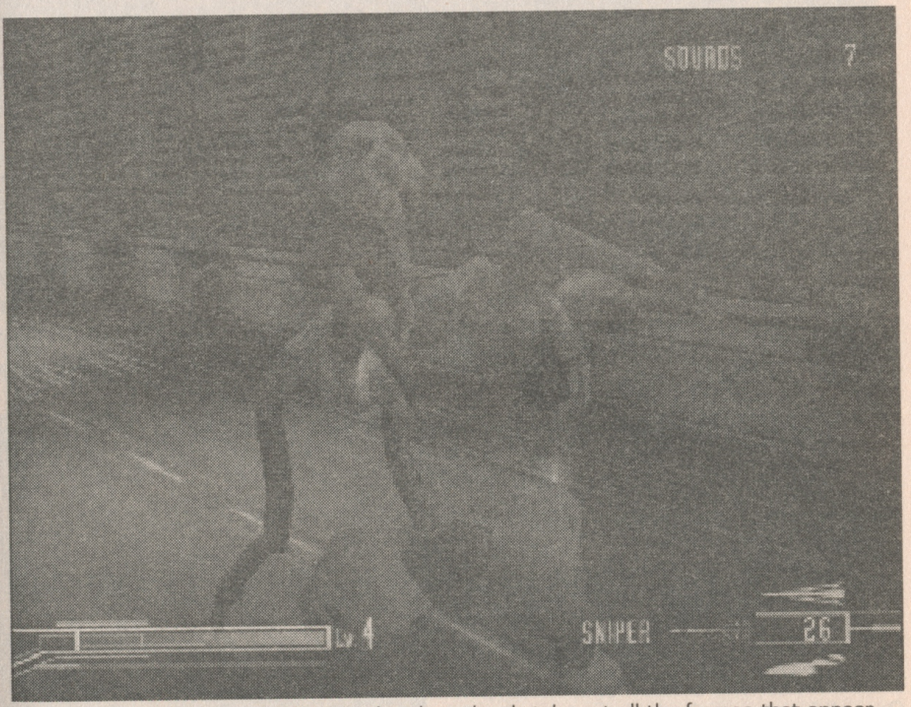
As soon as all opposing frames are done and dusted locate the raptor lying on the grass bank in the middle of the map and stand next to it. This will finish the level.

RAPTOR

Taking control of the raptor will automatically take you to ESP2. Getting behind the controls of a different frame is one of the games coolest and most underused features so make the most of it.



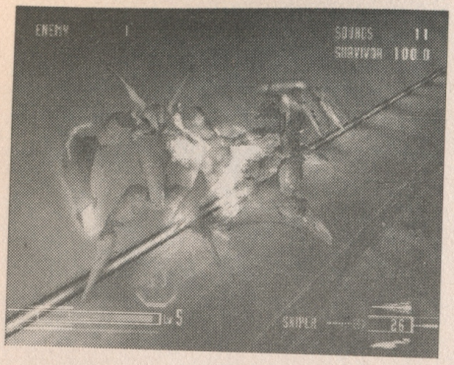
The raptor you control is small and weak so avoidance is the best tactic to use. Get over to the tunnel as quickly as possible and if any frames engage you run away from them and get in the tunnel before they waste too much of your energy.



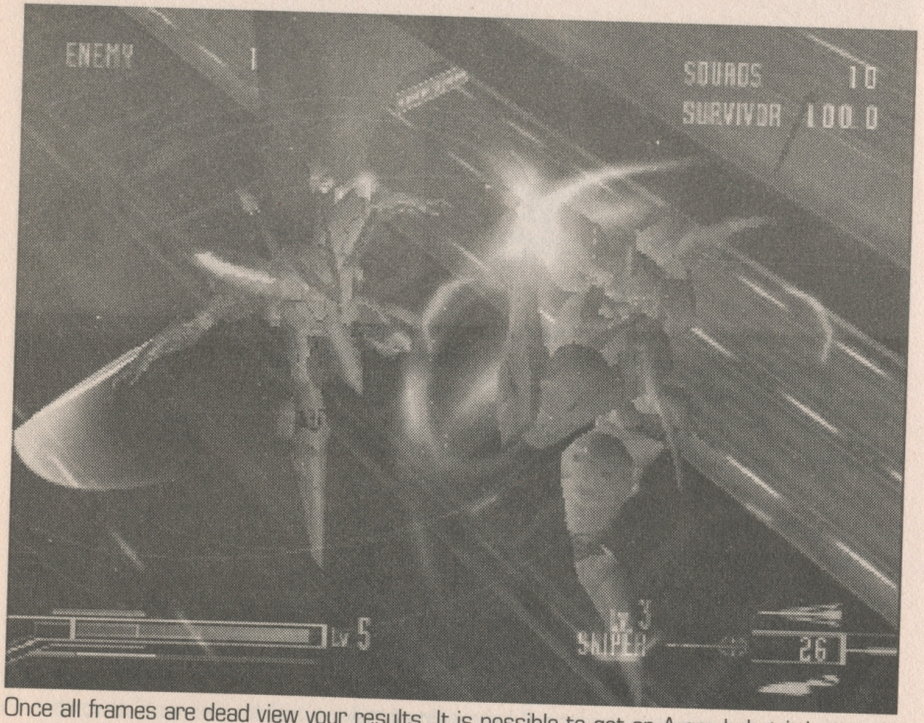
Move through the rooms in the tunnel and cautiously take out all the frames that appear. You should take the first right and move to the final room and get the detector programme. Go back, destroy the frames and go down the other tunnel. Blast the wall at the end and then destroy the generator to finish the level.

TOWN 3

After bashing the generator you will regain control of Jehuty. Leave town 2 and then go and answer the distress call in town 3. You don't have to do this but it is better if you do.



Whenever you confront a frame try to draw them back out to the river area in the middle of the map. Take on sets of frames one at a time and from the air if you can. Don't worry about sustaining damage to yourself, as there is plenty of metatron around.

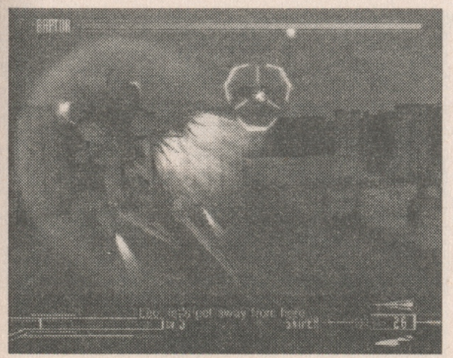


Once all frames are dead view your results. It is possible to get an A grade but it is very hard as the enemy will often destroy buildings before you get anywhere near them. Very infuriating! Once you are satisfied with the result leave the area.

PARK 1

Head to the mountain where you will get shot down into park 1 to face a well hard boss. This boss is far harder than Tempest so watch out.

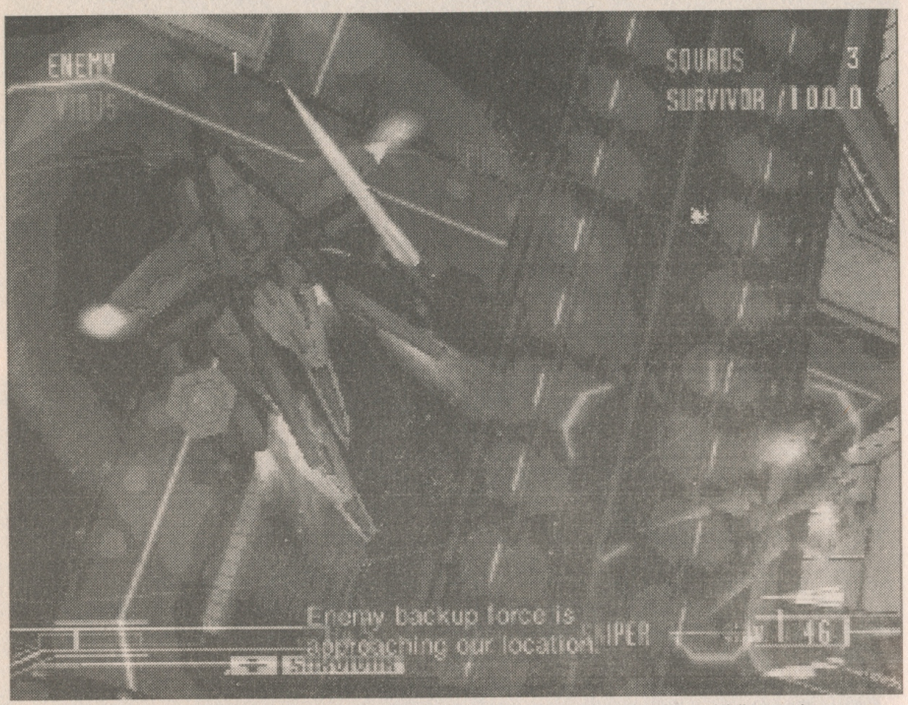
Ada will start to malfunction. She has a virus that makes Jehuty completely vulnerable to even a single shot. This means that taking on this boss is pointless, as you will die. If you do not believe me then give it a try.



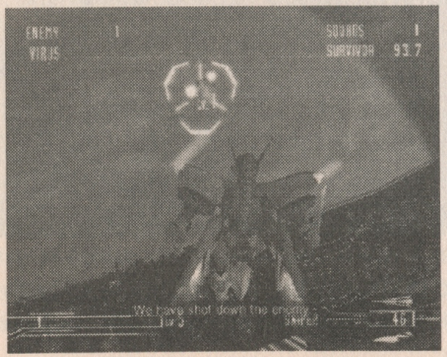
Your only option here is to press start and select area change. In other words get the hell out as you will probably die in a few seconds.

CITY 2

Back in the air you get another SOS message from city 2. Remember you are infected with a deadly virus and if even the weakest drone strikes you, you will die so save before entering the city. Luckily there aren't many frames and they are all weak but still save first.



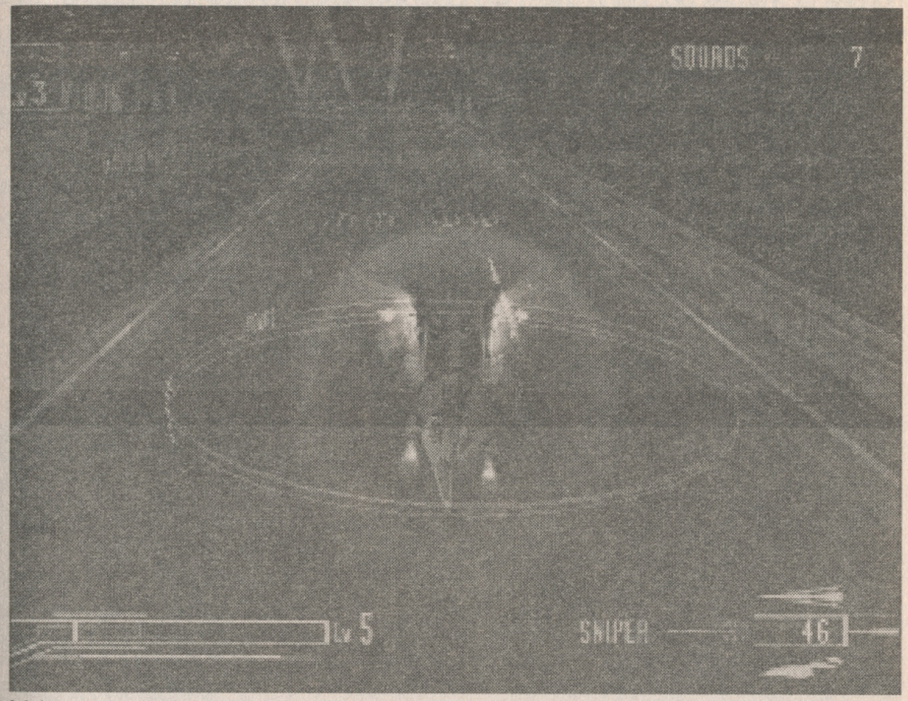
Locate the nearest frame and draw it towards the central road in the middle at the top. Stay as far away as possible and avoid its attacks. In the meantime you should be hitting it with your missiles while you dash back and forth.



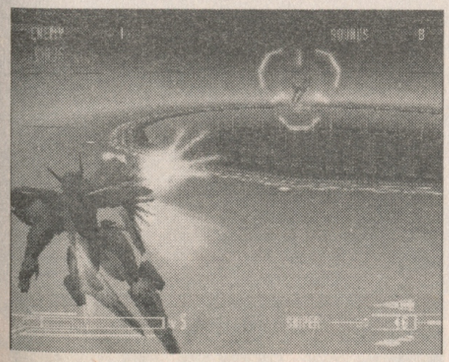
Destroy it and move to the next set of frames and use the same tactics. There are only three sets of frames to kill and if you shoot only whilst over the central road you should be able to destroy all of them easily and get a 100% A grade at the end. Afterwards leave the area.

FACTORY 2

Now you need to get the cure, which you can find in factory 2. One shot will still kill you and there are lots of tough frames on this level so be very careful.



Make your way along the edge of the area to the lower level and then dash over towards the tunnel. A group of frames will engage but you should be in the tunnel before they get a chance to give you a good pasting.



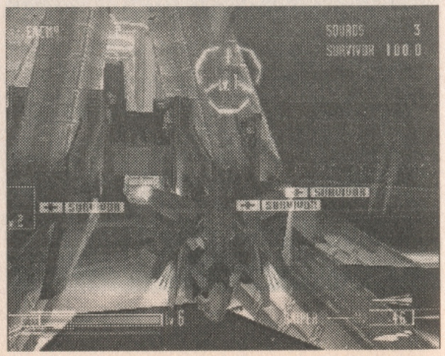
Follow the tunnel along and in the last room is a solitary raptor. Kill it from a distance and then get the cure from the terminal on the floor. Breathe a big sigh of relief, leave the tunnel and bash up the frames outside before leaving the area.

CITY 1

Yet another distress call. This is the last and the easiest one to complete so definitely fly back to city 1 and save the day once again. There might be hordes of frames but killing them without blowing up the surroundings is well easy.

Stay at the edge of the area and entice the enemy towards you, away from the column in the middle. Once they are close enough run into them and hack them to pieces one by one.

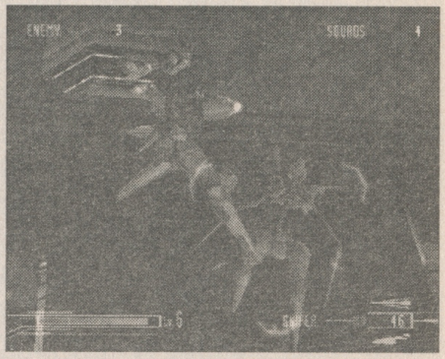
Circle round the column at the edge of the map, draw each set of frames to you then knock them out. If you have not got 100% on buildings and survivors then start again. It is very easy as long as you stay towards the edge of the screen. Then leave the area.

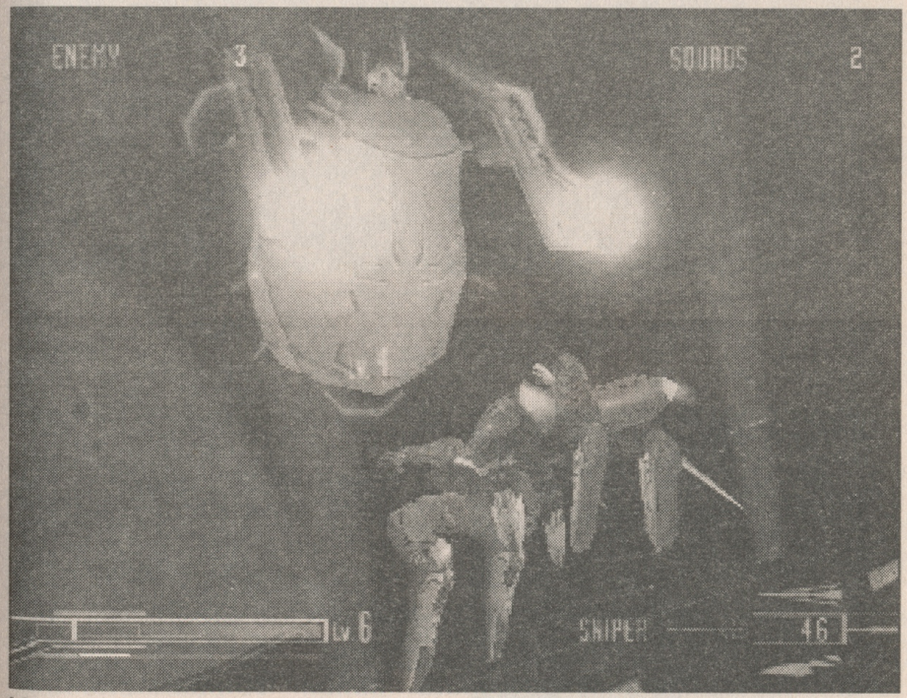


CITY 2

Your next task is to locate the two pass codes necessary to obtain a programme that will let you defeat that nasty boss in the park that shot you down earlier. The first one is in city 2.

Kill all the enemies, get the weapon upgrade and the first pass code. Then it's time to exit the level and return to the air. Just make sure you kill all the frames here and on other levels to gain experience and make yourself harder.

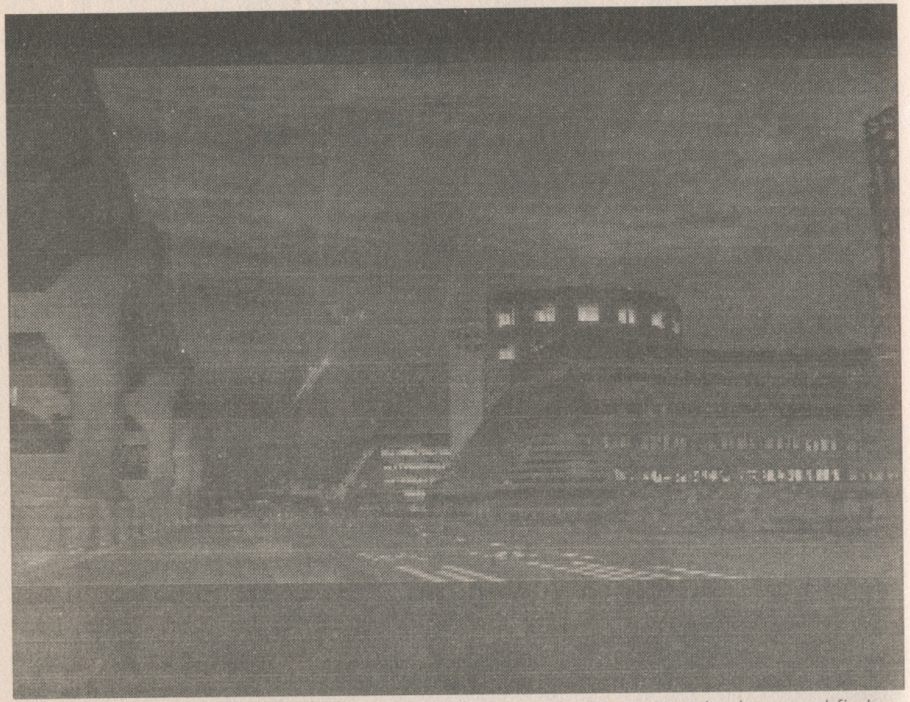




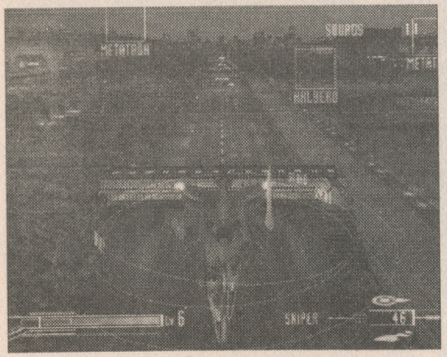
Move through the various levels of the city and engage each group of frames in turn. At the same time you can also target the porters at the top of the skyscrapers to reveal a programme that downloads an extra secondary weapon.

TOWN 3

Getting back down to town 3 you will discover that the enemy frames are invisible like the alien in the predator movies. Oh no.



After your arrival Ada will inform you of the situation and advise you to back out and find another way. You cannot lock on to them so in effect you cannot target them.

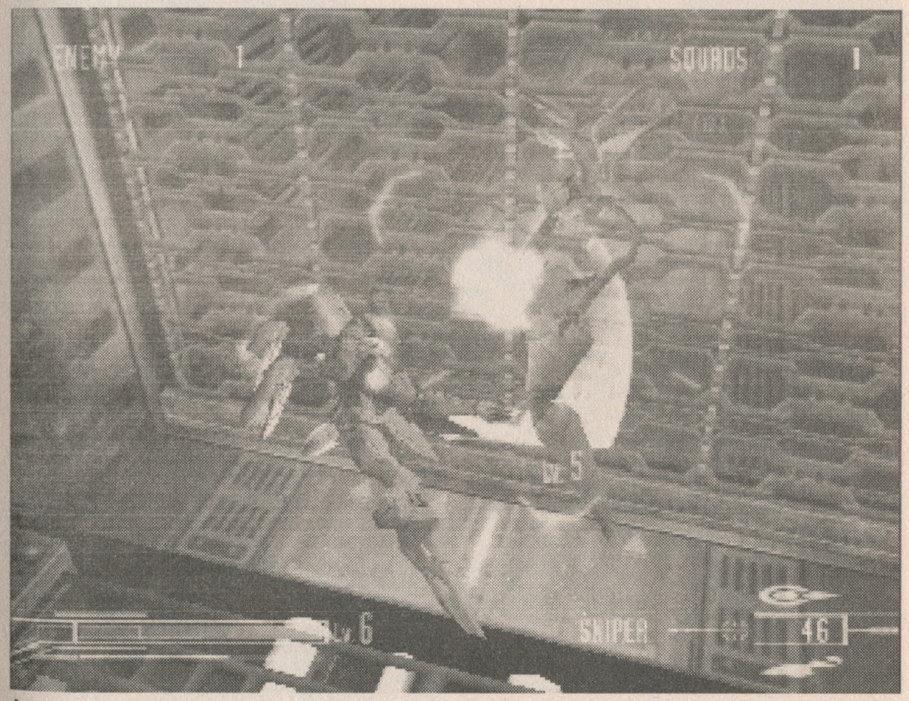


This means you may not get the pass code off the frames that have it so you should exit this level as soon as you can.

ESP 2

Ada will inform you once you leave the area that the raptor you controlled earlier is the key to getting past the stealth mode of the frames in town 3. You left it in the generator room of ESP 2 so head over there.

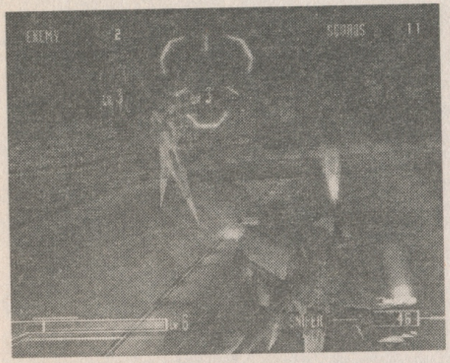
Go into ESP2 and eliminate all the enemy frames floating around, follow this up by making your way over to the tunnel and going in. Follow the tunnel to the generator and obliterate the raptor when he pops ups for a fight. That's all you need to do to get the information on the anti stealth.



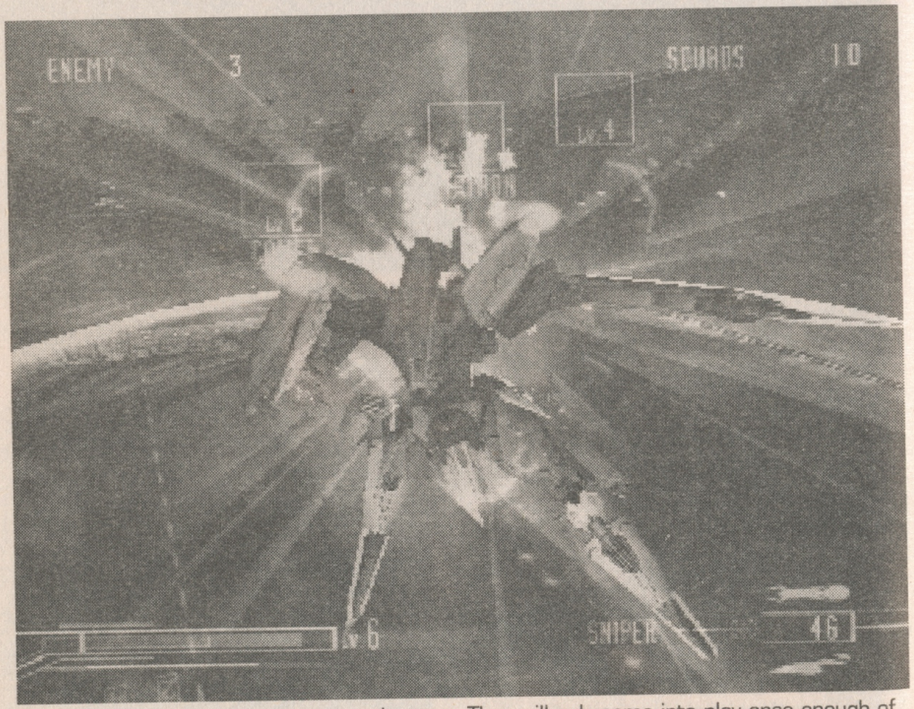
As you leave the tunnel blow up the line of porters just outside and then locate and get the weapon upgrade, which is on this level. Then leave the level.

TOWN 3

Now you have the ability to lock on to enemy frames in stealth mode it is time to head back to town 3 and test it out. Although it is not always clear which frame is what killing them is the same as before.



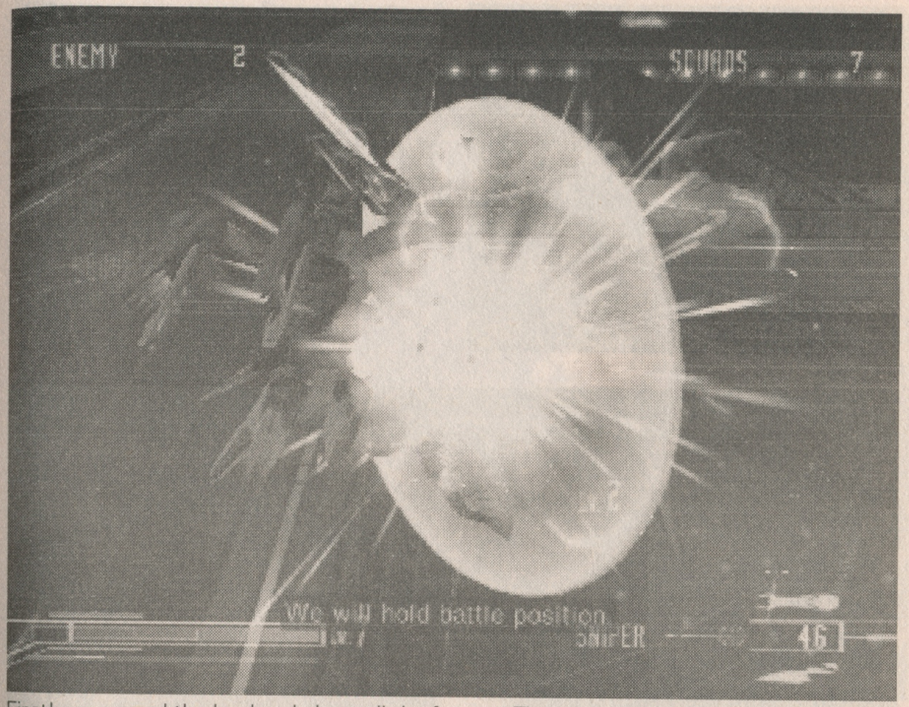
Basically move from area to area taking out frames as you go. Their camouflage does not make them any harder it just means that in the heat of battle you may not be able to distinguish between certain types of frame.



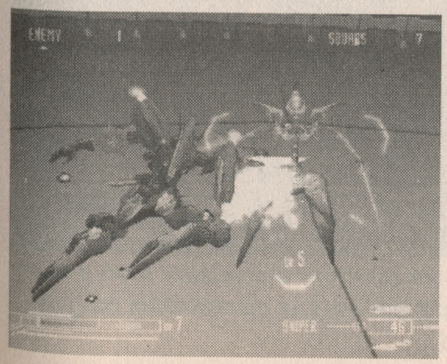
Some of the frames do not start on the map. They will only come into play once enough of the starting frames have been destroyed. Once you have the pass code it is time to leave the level.

FACTORY 2

Now you have the pass code it is time to get the download. To get this, head on over to factory number 2 yet again. There is also a load of porters to shoot as well.



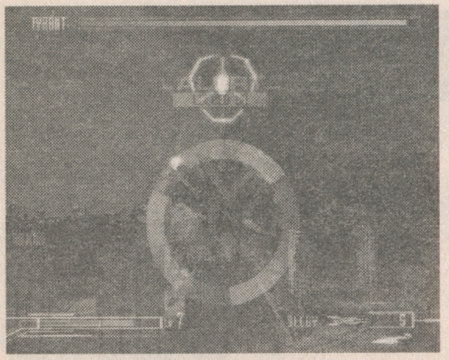
Firstly go around the level and shoot all the frames. There are many high level frames wandering around so take em down one at a time. Try not to take too much damage so you can leave the metatron in the corner for just before you leave.



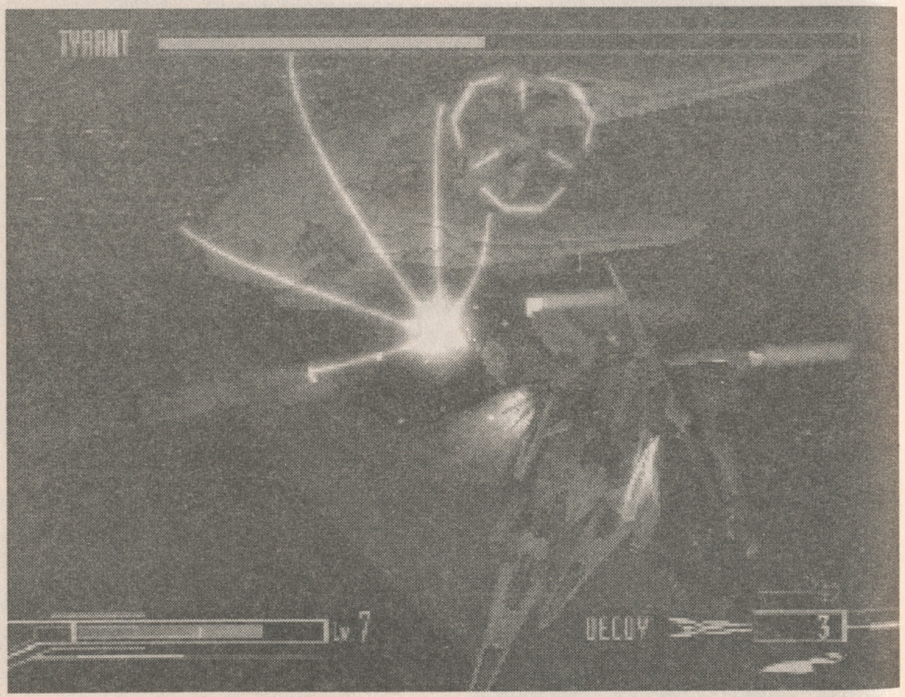
After finishing off the frames, do in the porters and then go into the tunnel. Finish the raptor in the domed room and download the decoy programme. This programme will allow you to take on that huge boss and not get totally obliterated. Exit the area.

PARK 1

After all that hassle what is your reward? To get a good kicking from a well hard boss named Tyrant, that's what. Unless of course you know how to destroy him. Read on and you will.



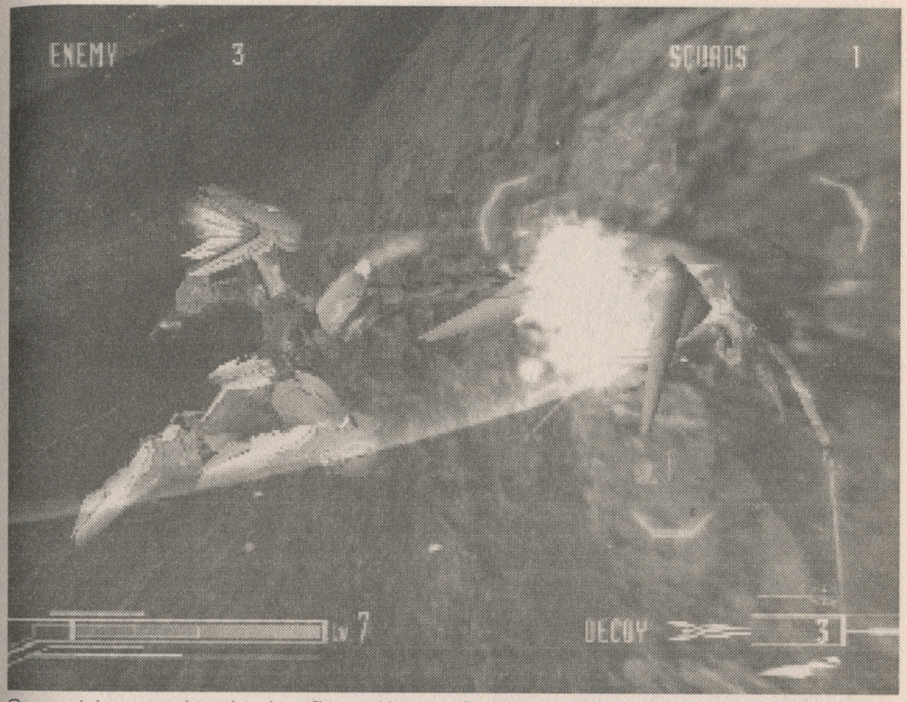
Tyrant will start off upright and shoot out fire beams. Avoid these and when he targets you unleash the decoy. Whilst he fires at that hit him a few times with your most powerful attack. Repeat this process a few times and when Tyrant sustains enough damage he will change his stance.



He will now charge around the screen and spit out all manner of projectiles. Avoid all of his attacks by continuously dashing around and shoot him with your missiles whilst doing so. Repeat this many times until the beast is dead.

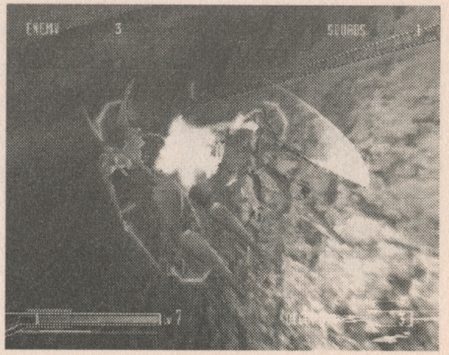
MOUNTAIN 1

Finished off Tyrant? Then head over to mountain 1 to meet up with your new mate Thunderheart. This is the last proper level of the game so make the most of it before it is too late.



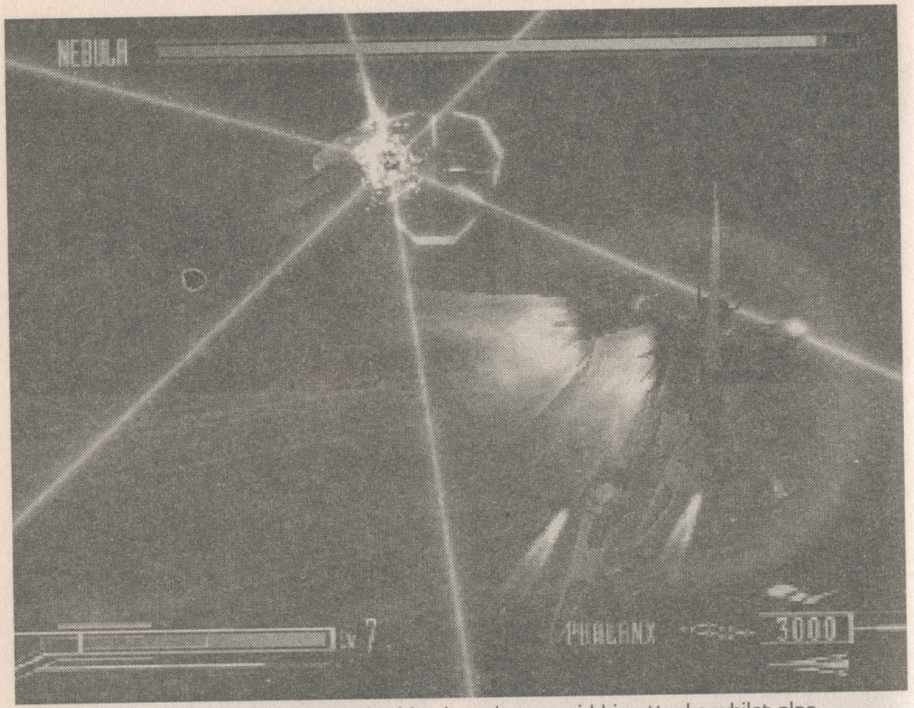
Go straight around to the dam first taking out frames as you do so and get the weapon at the end. Afterwards backtrack and take the side path. Kill more frames and fly through the gap in the wall and blast your way through to the other side.

Follow the path through the ravine and blast through the next section of rock. Continue forwards and follow your map to get to the tunnel, picking up as much health and items as possible along the way. At the end get the last metatron and enter the tunnel.

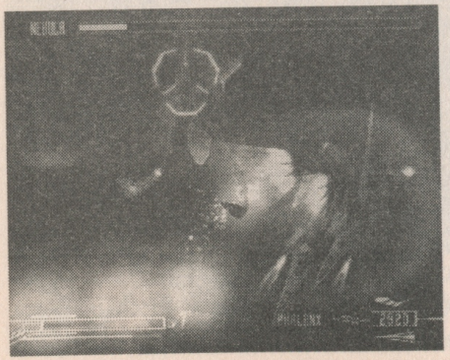


NEBULA

Nebula is the third boss and very tough as he is fast and carries a variety of different attacks. He also leaves the arena briefly where you can't follow before swooping back in.



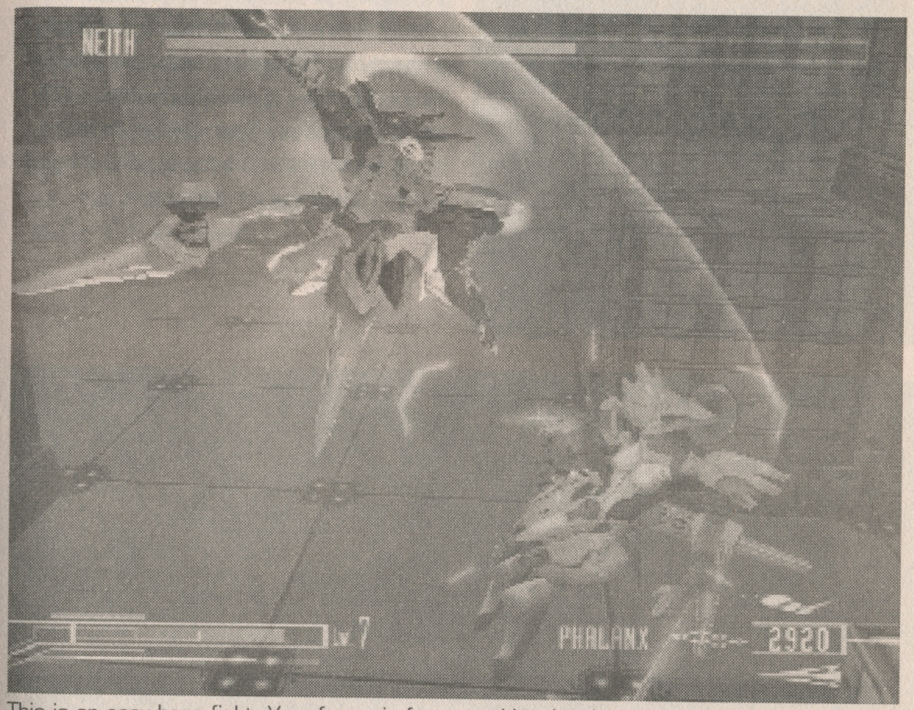
As with all the battles in the game the idea here is to avoid his attacks whilst also launching your own attacks. So keep dodging and firing and when Nebula's energy gets down to about half he will change tactics.



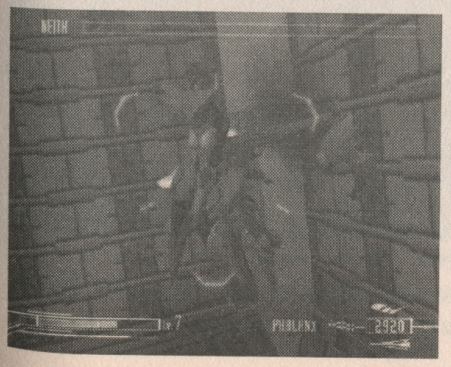
Again, avoid his attacks. When he settles in the water, circle round and fire until the cursor targets his lower bits. Then stand still and wallop him with a plasma ball a few times. Keep repeating this process until he dies. Then you get moved on.

VIOLA

This is your second encounter with the evil Viola only this time she won't run away like at the start of the game. Instead you get to fight her in a huge destructible warehouse. This is the best arena to fight in when you unlock the versus mode by completing the game.



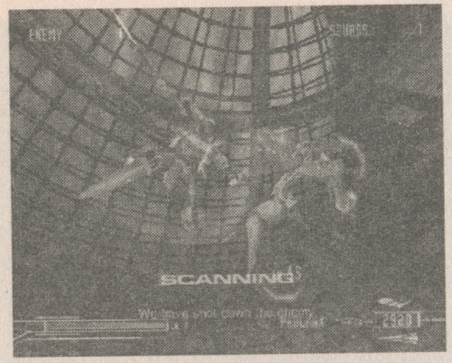
This is an easy boss fight. Your frame is faster and harder than Viola's meaning you can avoid her attacks easily and shoot her to pieces whilst doing so. Dash about and fire your missiles and gradually whittle down her energy.



If you get bored of this then charge in and engage her in close combat. This is probably the quickest way of finishing her off. Foolishly Leo refuses to kill her after giving her frame a good seeing to.

BOMB DISPOSAL

After watching the cut scenes and getting transported to the space ports central hub area Ada will inform you to start disarming some bombs as soon as she locates them.



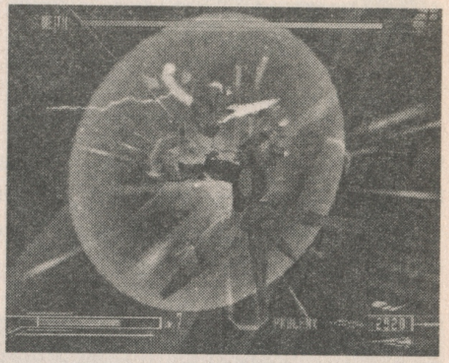
Whilst Ada is scanning charge to the nearest frame and dispose of it as quickly as possible. Ada will probably have located the first bomb but you should take out all the frames in here first, otherwise they might shoot you whilst you are disposing of a bomb and therefore detonate it.

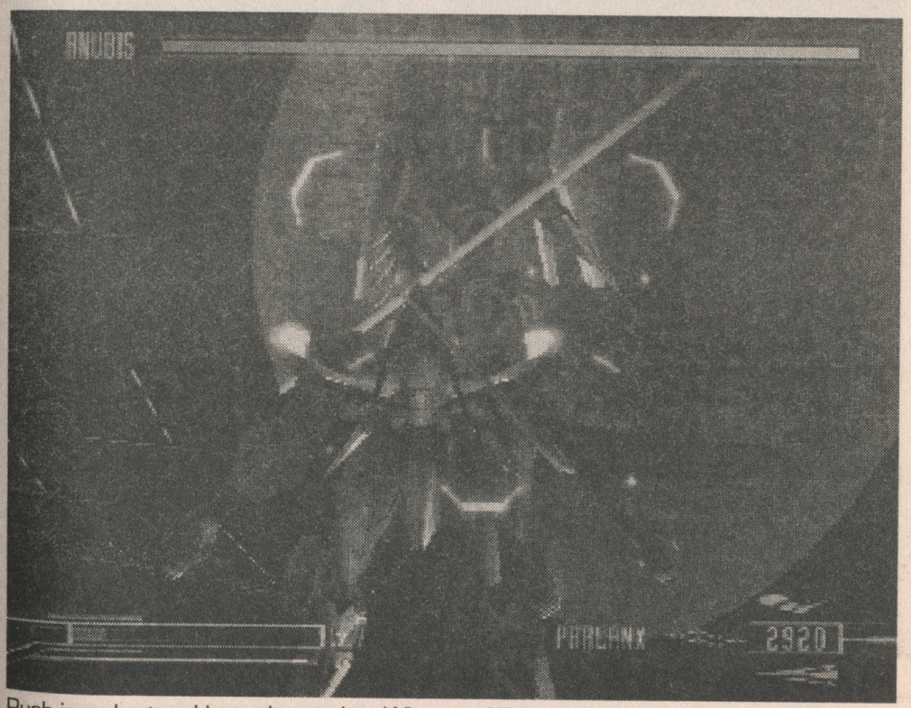
After killing the frames dispose of the bomb. After Ada locates the next bomb again take out the frames that appear before defusing the bomb. Repeat the process of killing frames and then disarming bombs until they are all done.

VIOLA AGAIN

If only Leo had finished her off the first time you wouldn't have to fight her yet again in her patched up and far harder frame. Anyway, watch the cut scene and then get ready to teach that lady another lesson in hardness.

The main difference between this fight and the last one with Viola is that now she stands a chance of winning. Her attacks are much faster and to avoid them you should dodge out of their way just before they hit you. It is also harder to hit her from a distance now so you should run in and chop at her with your sword.



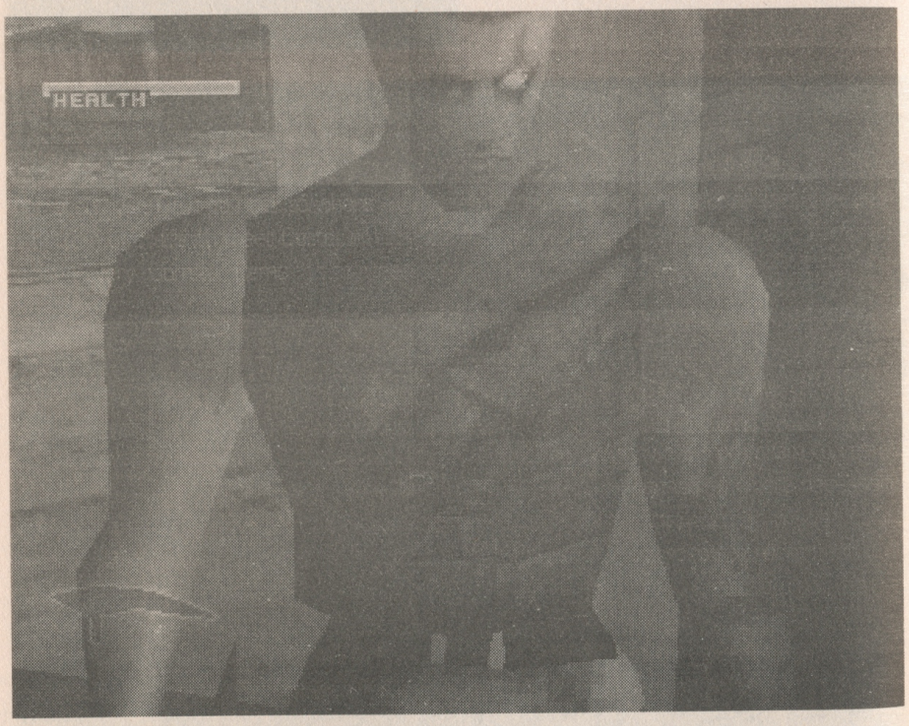


Rush in and out and keep close to her. When you kill her this time you get to watch her die slowly. After this the ultimate frame attacks you. You can't win so don't even try. Just hang around and get kicked about before automatically escaping to fight another day.

C-12

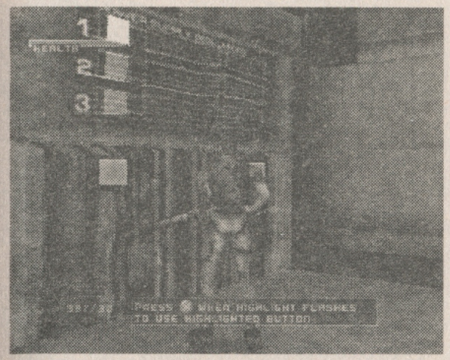
YOUR COMPLETE SHOOT THROUGH

Meet Vaughan – he's the hero of PS One's last great action adventure game, C-12 Final Resistance. It's up to you and him to protect the earth from a vicious swarm of Aliens who want to conquer our planet for their own evil ends! Let us help you save the world with our complete walkthrough.

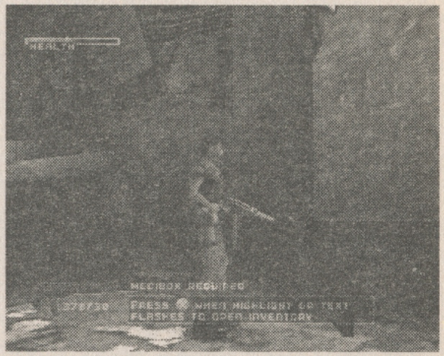


FIND YOUR FRIENDS!

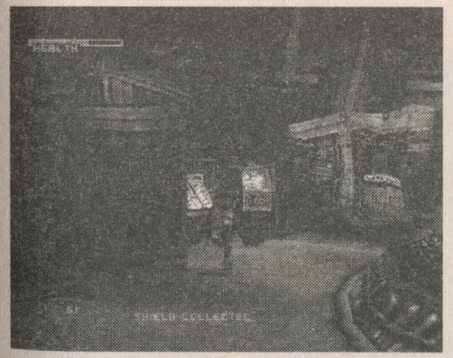
Your patrol buddies are missing in action and only you can save them! Pay attention to your changing objectives and tool yourself up for the battle ahead.



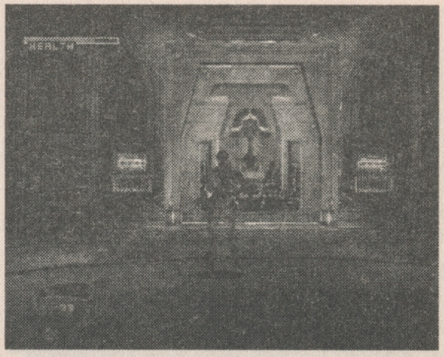
Follow the only paths available for the train depot then the generator area. Press both buttons on generator and head back to train depot. Get on train. Drop down hole to meet first soldier then go through main door.



Kill the cyborg for alien keycard then find medipack in room to left. Take back to soldier to get supply room key, use on locked door in foyer. Use alien keycard on forcefield to exit.



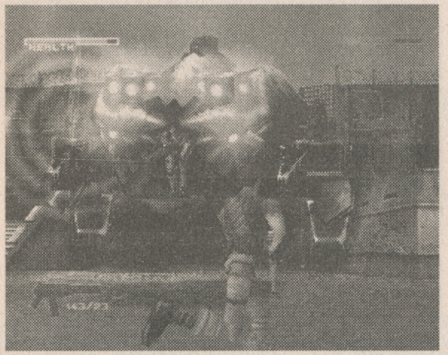
Head for area with the crashed tanks then through big door. Talk to trapped man then downstairs to Level C. Kill cyborg for keycard then press button at rear. Go up the ramp and make your way through *without* getting spotted by droids.



Use keycard by newly opened ramp to rescue soldiers. Back outside, head past tanks to fenced door then shoot everything for Keycards, as well as blasting the coral from the doors to rescue more soldiers. Exit then use explosives on blockage near save point.

INFILTRATE THE BUNKER

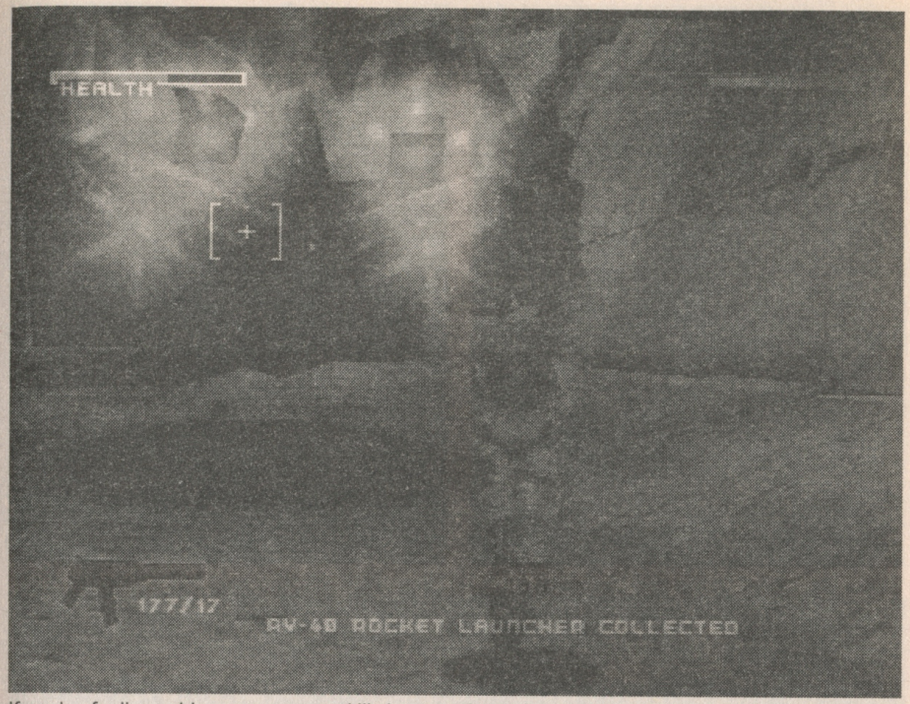
Get your ass into the Alien's stronghold bunker using a little stealth, a little logic and a lot of awesome weapons power. Watch out for those brutal alien tanks though...



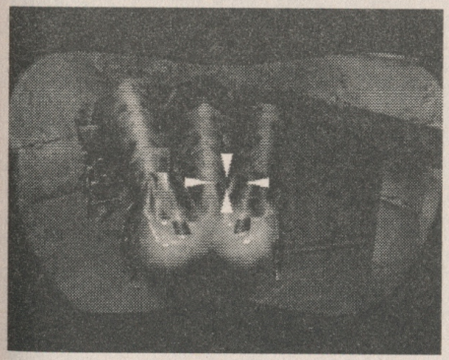
Crouch behind the rocks and fallen pillars as cover from the alien tank's attacks. Strafe from one barricade to the other while locking on and grenading the tank. Watch out for cyborgs and don't forget to use your shields.

There's only one main path in the next area but loads of pick-ups in the doorways. Kill everything, grab the booty then find the soldiers at the end of the area. They'll give you a door code for later.

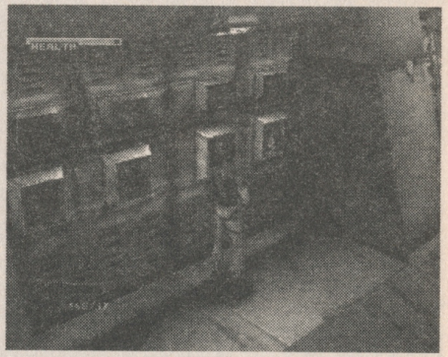
Exit through door near the 'keep out' sign then take a right past the save point into a big open area. Drop down off the bridge for another fight with a massive tank. You can choose to fight this mother in two ways.



If you're feeling a bit tasty you can kill the roaming cyborgs for a rocket launcher and take out the tank on foot, strafing and ducking behind barricades as before. You'll learn your secondary fire quicker this way.



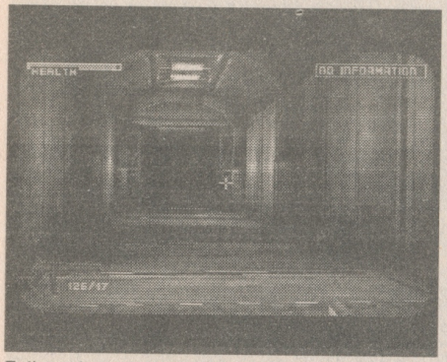
Alternatively you can peg it round behind the tank, climb the fallen masonry at the back of the compound and use the remote gun turret to leisurely blast the tank and the cyborgs back to Hell.



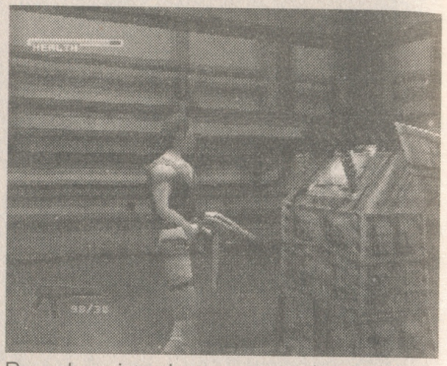
Back in the main compound head to the right to find a door with four switches. Enter the code the soldiers gave you – red, green, blue, yellow from left to right – then exit through the unlocked door.

MEDICAL MISSION

Your rescue mission sees you breaking and entering a heavily guarded medical facility. Your map is your best friend as you locate the missing Implant.

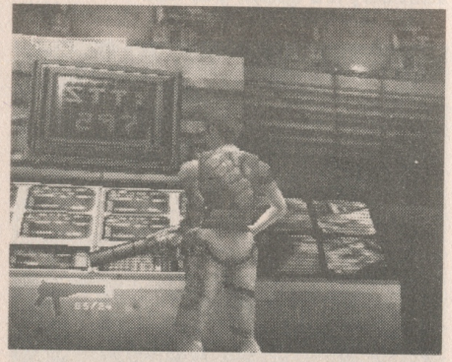


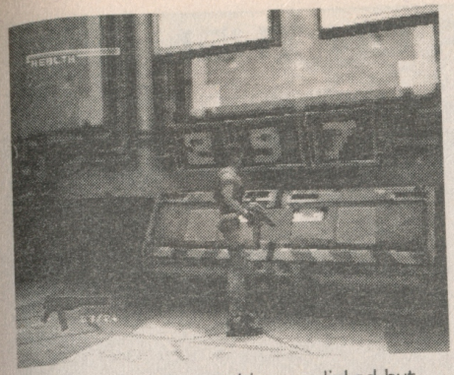
Follow the tunnel to the end then take a right. Double-tap your shields to freeze droids then exit via door on left. Use your visor with R2 to make you way past the sensors in the next tunnel without getting sealed in.



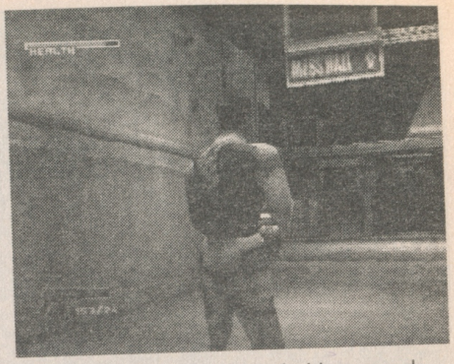
Drop down into the next room then leg it to the small room at the side with the remote gun turret. Take out the tank and cyborgs while keeping an eye on your back. Once cleared, exit through the big hangar door.

Use the save point and take note of the code on the wall above the console in the same room. Go through the door on right to the satellite room and take one of the ramps down to the code machine.





The panels on the machine are linked but there is an easy way to enter the code. Set the number on the right to 7, the number on the left to 2, and the middle number to 9 – in that order. Now activate satellite and exit through Hangar 2



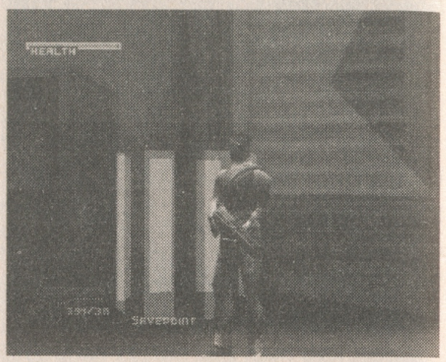
Forward to the room with droids, grenade them then carry on ahead. Kill cyborg for storage key and use on door in same room. Exit then go immediately left to Mess Hall then left again into the Cryo Lab for cut-scene.

Turn the first and second switches off, leaving the third on full power. Grab cryo unit from lab and push forwards to Medlab room. Place in third hole along and press button for implant. Back to Cryo Lab and talk to men.

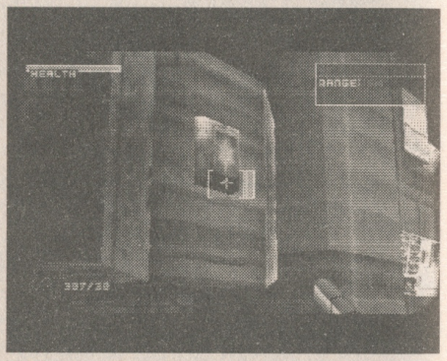
GET THE POWER ON THEN GET OUT!

Get the power back on-line to make good your escape! Make sure you pay attention to the route you take in, as you'll need to get out pretty sharpish

Use the keycard back in the main lobby and exit through new door. Save, then kill all the cyborgs in the room. Use the concealed ladder on the right and then go through to find another sensor tunnel. Use your scope as before.

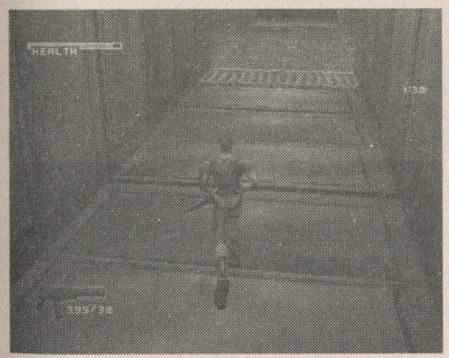


Enter room on left to re-align the power coils. There are switches to the left, right and center of the room. Exit then save again and go out through the door at the end of the chamber.

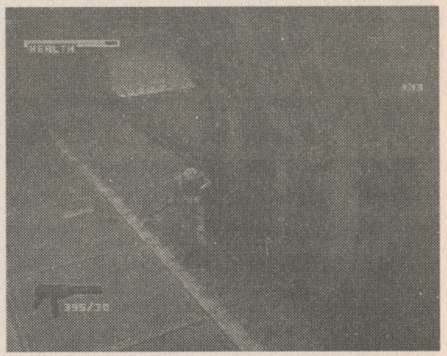


Watch out for the security lasers in the next section. Take out the wall-mounted control panels between the forcefields to progress, but watch out for the hordes of cyborgs who'll approach.

To avoid getting pummelled by the super-tough cyborgs remember to use your shields and always keep on the move. Kill all of them or you won't be able to go on. Now use implant on the big screen and get ready to run!



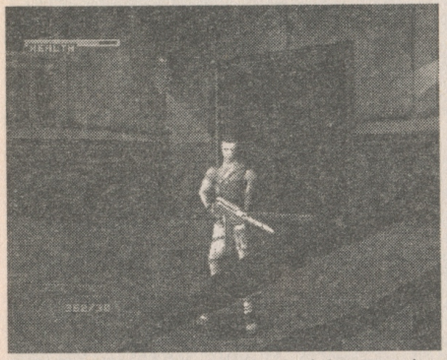
You're given two minutes to get out – plenty of time providing you don't make a wrong turn or panic. It's easy to get disorientated though, plus it's not clear where you should be heading.



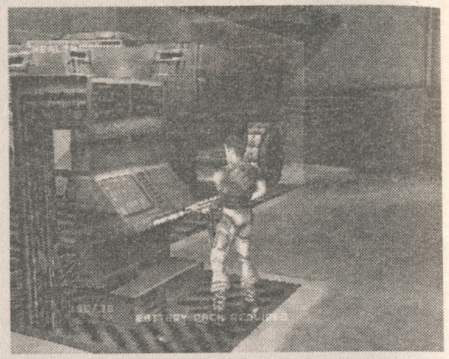
To escape the base unharmed, head out through the hangar doors, back through the hospital area where the implant was and then finally through the big double doors.

SEARCH AND RESCUE

More stranded soldiers need your help in this puzzle-packed section and you'll be running back and forth to get the items they need to escape.

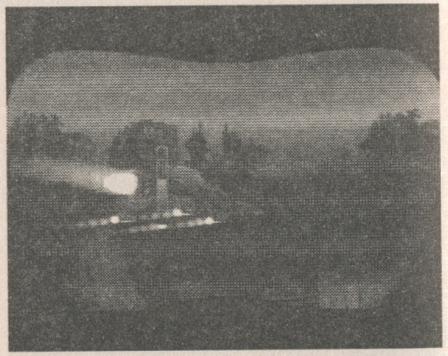


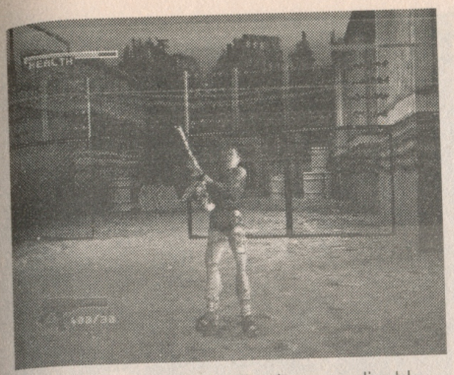
Follow the path through the junk but watch out for sniping cyborgs. Use your rocket launcher on 'em but conserve ammo if you can. Enter big door with the spotlights outside opposite the raised platform.



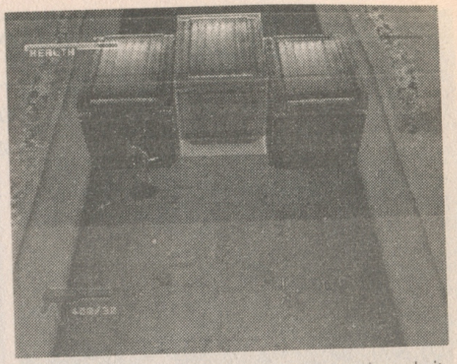
Talk to the men to get the battery then go into the next room with the truck. Use battery in control unit then exit and head towards the trench with the two massive guns on the opposite side. Drop down into it.

Run from the hail of bullets and climb the right hand ladder out of the trench. Go through door and kill cyborgs working the guns, then take down the alien flyer with the remote gun.

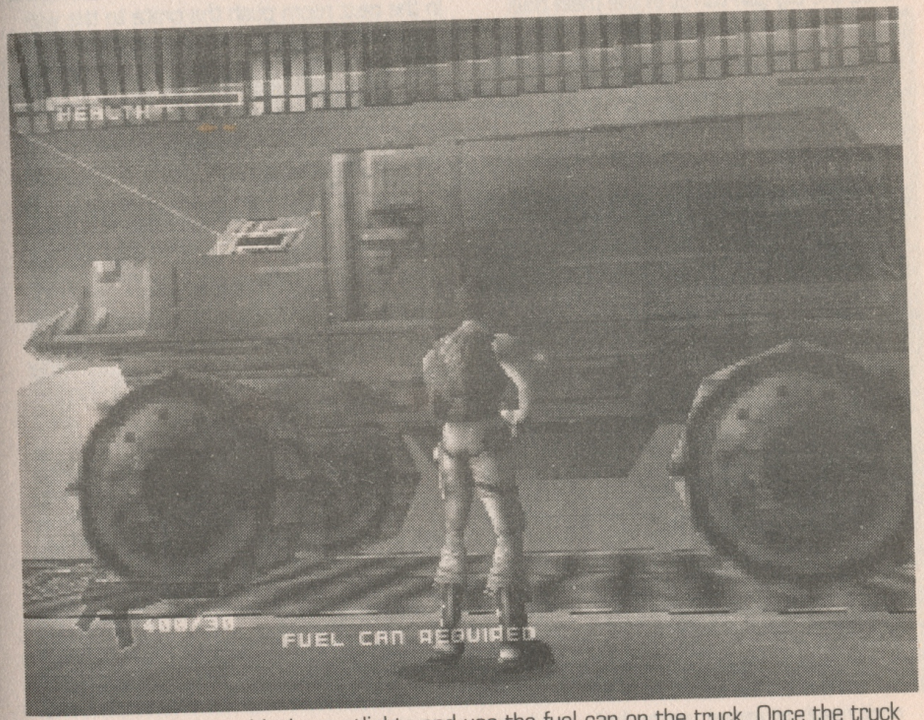




Cross the street and kill cyborg to disable the other gun then drop back down into trench and take the left ladder out. Explore area to find the fuel can but watch out for drone droids.



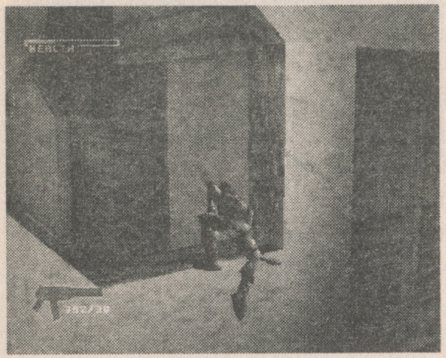
Grab the crate near the fuel can and push it off into the trench. Push this crate and the other one so they line up to form a bridge across the trench. Back down to the end of the trench and climb out.



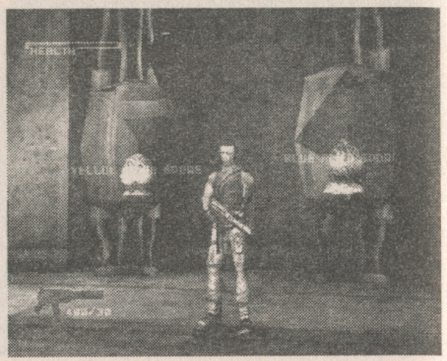
Go back to the room with the spotlights and use the fuel can on the truck. Once the truck has trundled out to safety, exit and head over the bridge through the hole in the fence.

SHOPPING CENTRE HELL

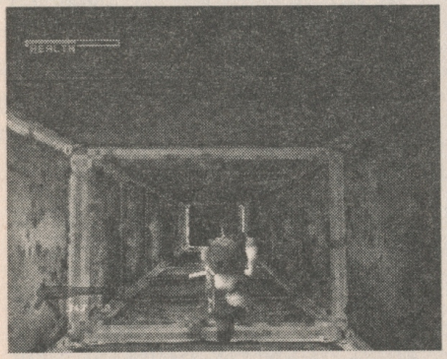
A shopping spree like you've never known! Avoid the vicious gun turret in the central room by ducking and strafing around amongst the debris.



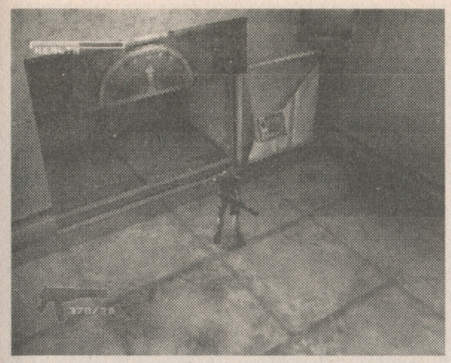
Avoid the big gun turret in the main mall area by keeping on the move and ducking behind the debris. Save up the stairs then exit the main room by climbing up into the hole in the left hand wall.



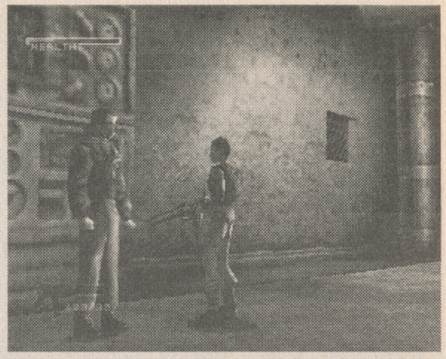
In the next room push the crate to the wall and climb up into the air vent. Go left then drop down when you can. Grab the two alien spores then push crate back to the vent. Head back the way you came.



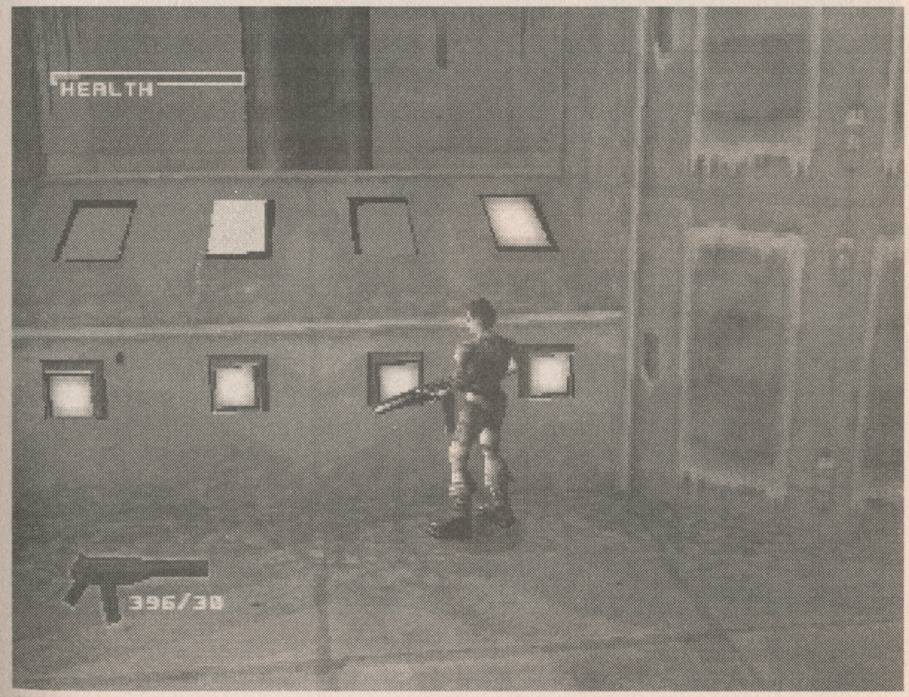
This time go right at the junction to the rusty grate. Combine the spores to burn through and exit. Drop down to find the lift key, use the switch to open the door, then push the crate to the wall and enter new vent.



Left at junction then drop down. Open the door to the main mall room with the gun and head for the lift. Use the lift key to get to the basement. The room on the left holds the mall override code – grab it.



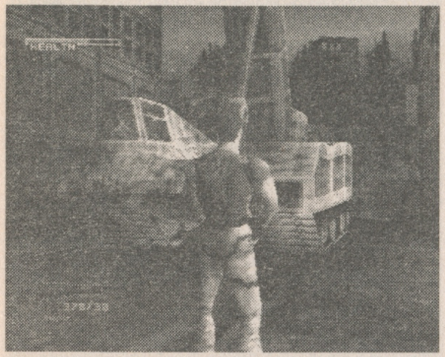
Now go to the right-hand room to grab the master keycard. Back in the gun room, head back through the doors you opened to find the master keycard door.



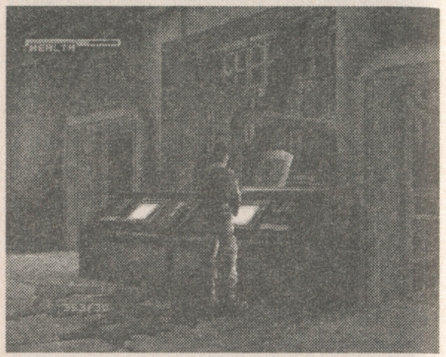
Quickly enter the override code – red, green, red, blue – before you freeze to death then head back to the gun room. Look for the newly opened main door and get your ass outta there.

UP ON THE ROOF

Our hero takes to the rooftops with a little help from a massive crane and some nifty block-shifting. Careful not to fall off the buildings to your doom.

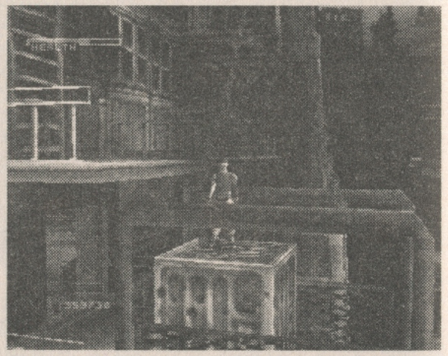


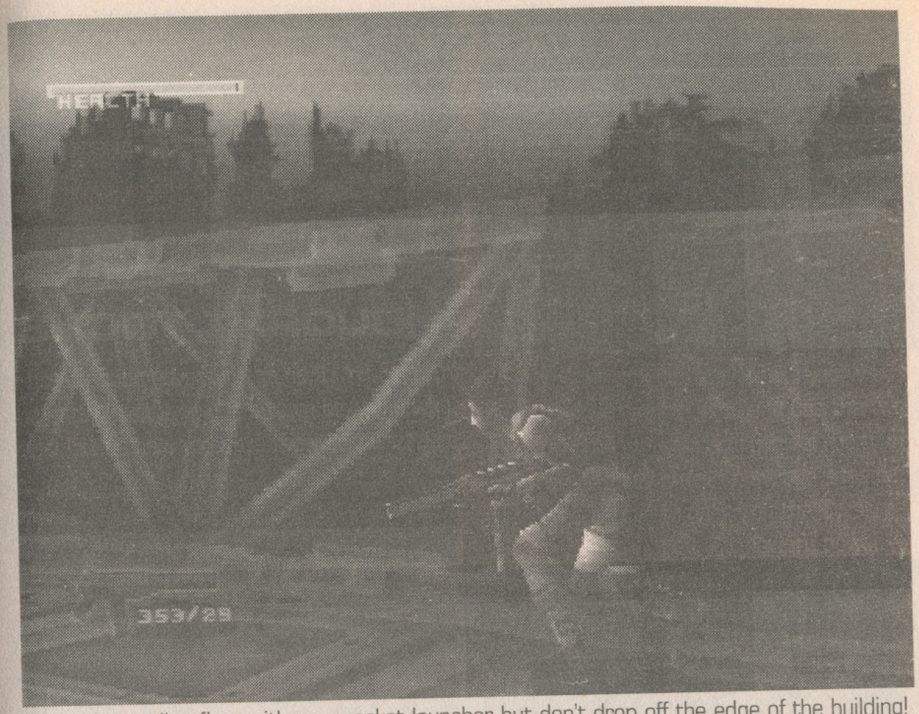
Explore building directly opposite entrance to area, find Carter in the basement and take her keycard. Exit the building and work your way around to the massive crane. Shoot the coral from it.



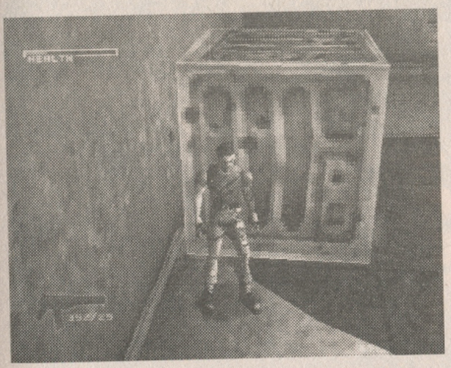
Go back to the building where you found Carter and use the keycard on the locked ground-floor door. In the room upstairs use the control panel to move the walkway to the far right. Go across and grab crate.

Pull crate over walkway and climb up to platform above with ladder. Go up then through room and drop back down to control room. Move walkway and crate back to the far left. Climb up using crate then up the stairs.

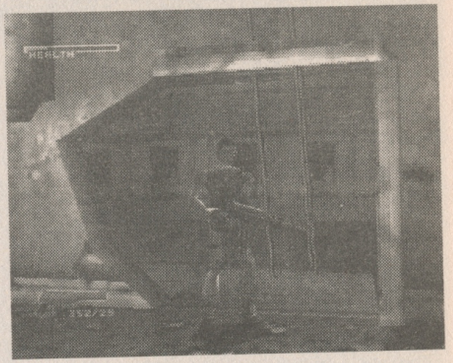




Take out the alien flyer with your rocket launcher but don't drop off the edge of the building! Climb the masonry blocks to left of stairs to get up onto the roof. Climb onto the steel bridge and cross to other side.



Drop down through the hole in the roof then head downstairs to meet the soldier. Explore the backroom for a savepoint then go downstairs to room with electrified floor. Pull and push the crate to the side wall and climb.

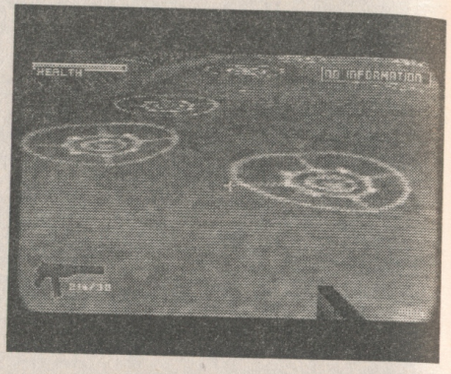


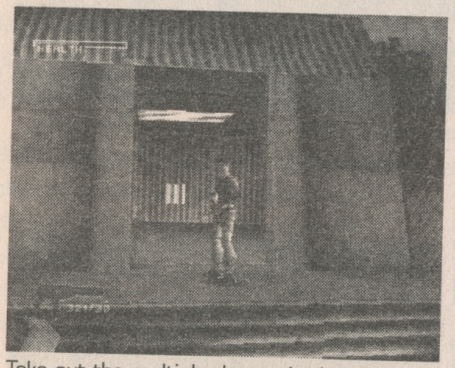
Once on other side, hit the switch and then head back up to the room with the soldier and stand on the ledge with the cables. When in position the soldier will help you across.

I HAVE THE POWER

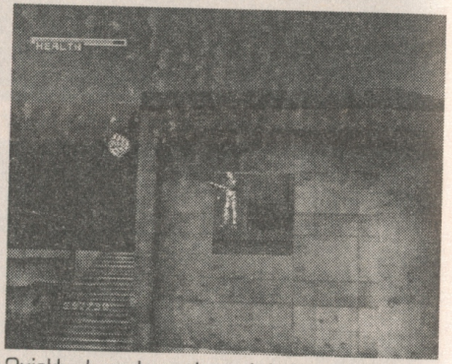
The Aliens have left their vital Power Source just lying around – you've got to grab it to thwart their plans. Lots of drones and cyborgs here so make sure you're tooled-up.

Kill everything in the outdoor area and one of the cyborgs will drop a keycard. Use it to get through gate. Use your visor a lot to help show the safe path through the minefield ahead.

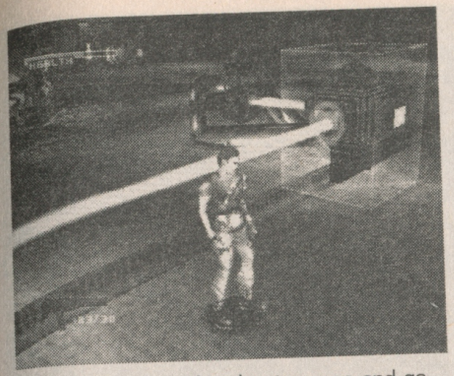




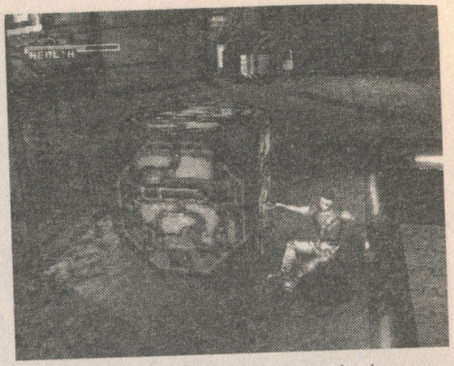
Take out the multiple drones in the next area then find the save point in the hut to the right. Head straight on for a cut-scene then run though lowered area and up the stairs on the opposite side. Press switch.



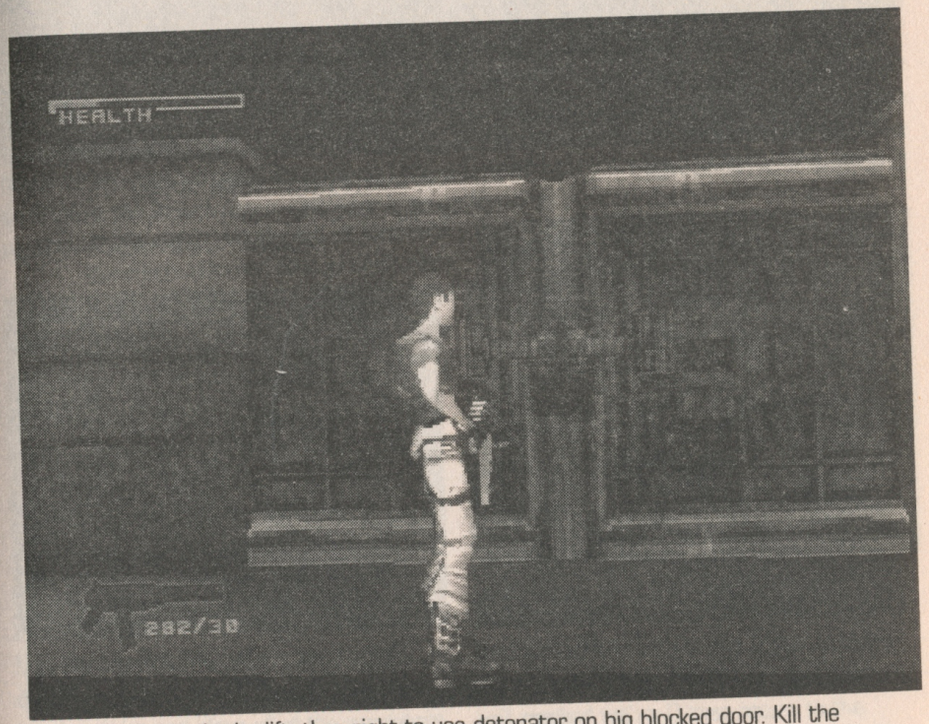
Quickly drop down through hole in wall and run through door before it closes shut. Follow ramp around then go up the stairs. Head round to the right and kill droids for much-needed health.



Go back round to the elevator area and go forwards through the airlock. In the next room you have to push and pull the blocks to redirect the beam of light onto the central pillar with the glowing block in it.



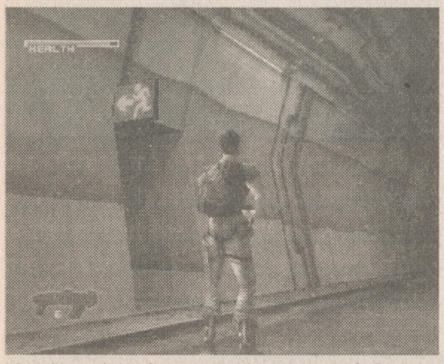
Once the barrier is smashed by the beam, grab the power source and push it along to the conveyor belt at the back of the room. Push it over the edge then explore the newly opened airlock for detonator pack.



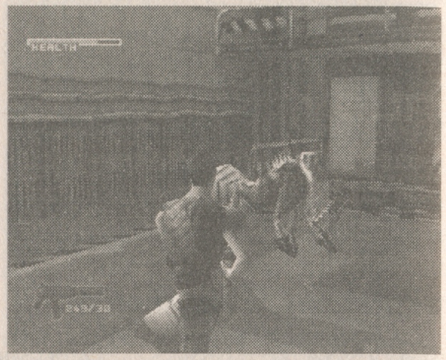
Exit and go down in the lift, then right to use detonator on big blocked door. Kill the cyborgs then head left to the dark road exit. Fight all the aliens at the bridge to protect the power source and clear the level.

RIDE THE RAIL

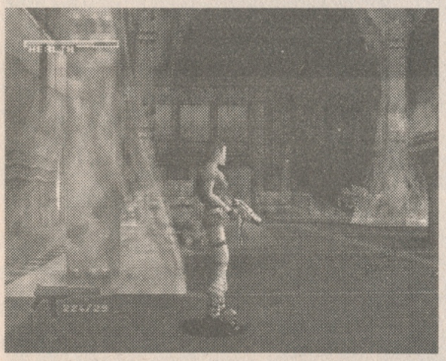
Vaughan goes underground in a labyrinth of rail tracks. Work through each section methodically and pay close attention to your map to get through with ease.



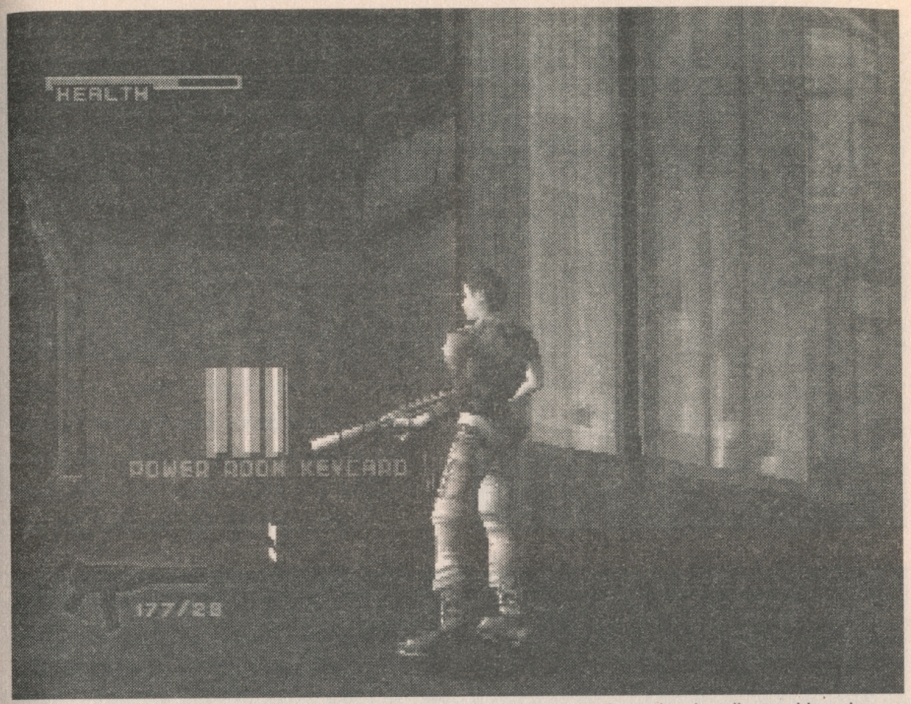
Head straight forwards then take left fork in debris for service room key. Go up past the droids for the service door on the left. Meet soldier then go down the stairs behind him. Drop down into rail tunnels.



Head right then take the first left. Kill the alien and use the stairs for health and black regulator. Go down and back out to junction. Go left and then left again for more aliens. Get blue regulator in the corner

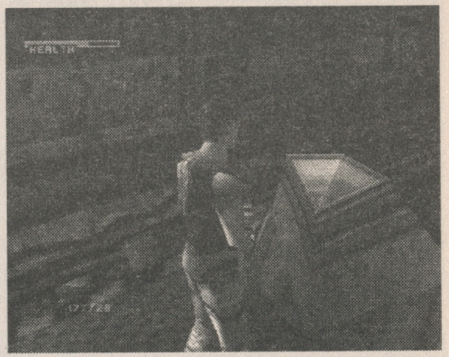


Trek back to the junction again and go left then climb up into the main room with webbing everywhere. Grab the battery pack at the back of this chamber. Exit room and go right for the green regulator.



Make for the room directly opposite and take the spores on the raised walkway. Use these to distract the face-huggers. Exit room then go forwards through the tunnels and then right for a keycard and savepoint.

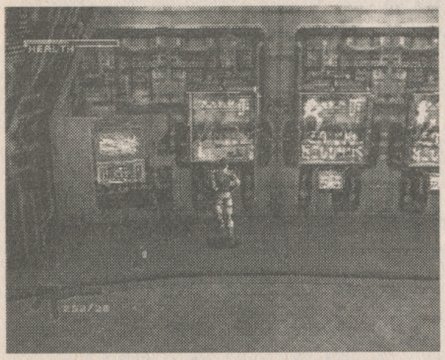
Use the keycard and battery pack on the door then collect the points room keycard. Up the stairs and place all of the regulators in corresponding coloured units. Press the switches from right to left to restore power.



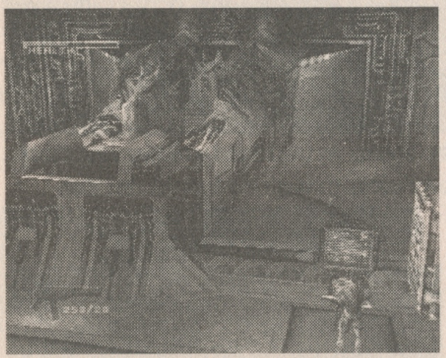
Find the points room to the south, avoiding the now electrified rails. Switch the point unit marked with a D then return to the start of this section and jump on the trolley. Hold down the switch to exit.

DOWN IN THE DOCKS

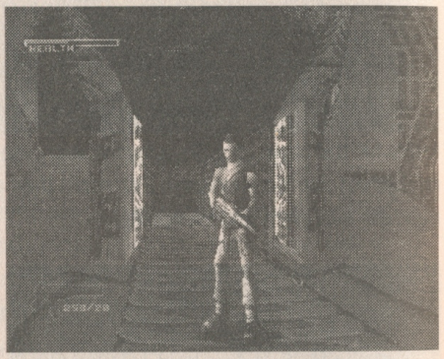
Get your thinking caps on for one of the game's trickiest puzzles. It's all about observation and timing but you'll be glad we're here to help!



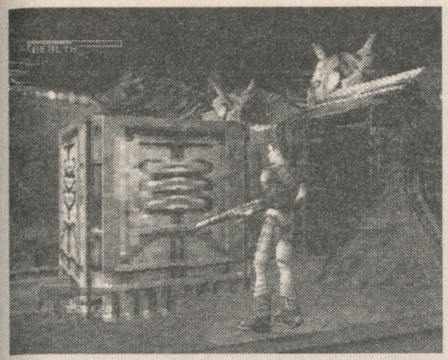
Cross the tracks using the bridge then run up into the big warehouse with conveyor belts and strange storage containers moving around. Look for the red door and go through, killing the alien at the control unit for red bolt.



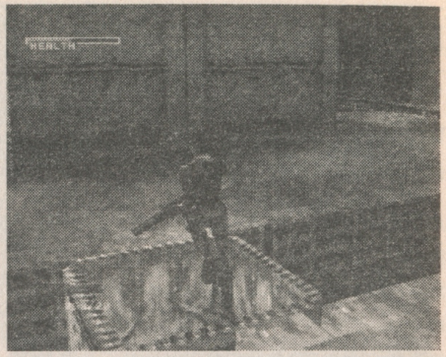
Use the bolt in red hole in opposite wall. You'll see that when you press the button where the alien was working it pauses the conveyor belt and the big heart things won't drop into the containers. Remember this.



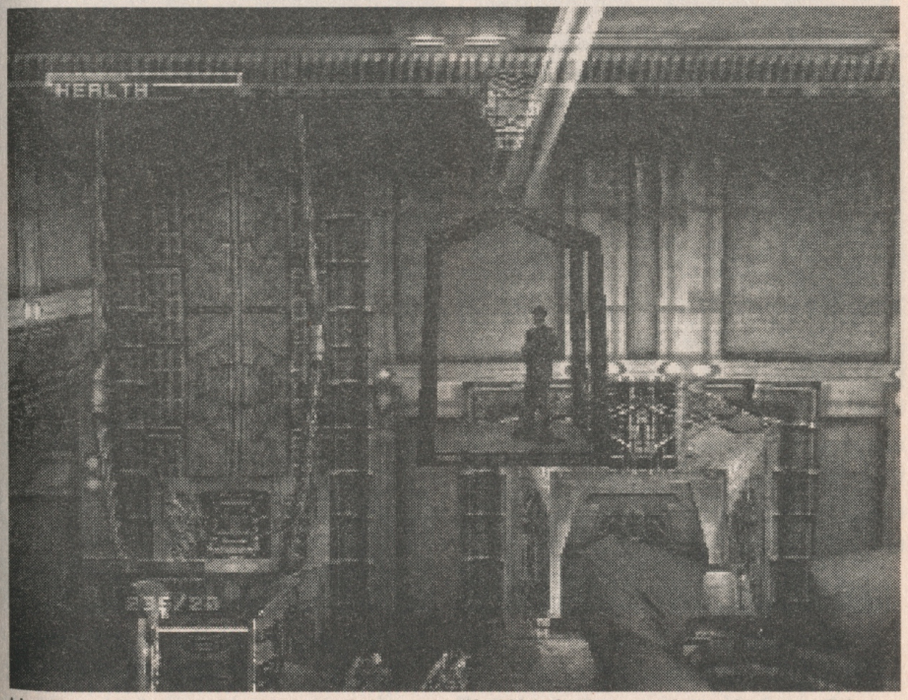
Each of the container boxes is marked with a different coloured symbol, showing their final destination in the main warehouse room. First use the four switches to disable the green scanners on the red conveyor belt.



Now wait by where the hearts drop down until a container with a red symbol appears. Press the switch to stop the hearts and leave one crate empty. Now run quickly to the red conveyor belt in main room.



Wait for the empty crate to come out of the ground and climb up the machinery to drop down into it. You have to be quick here. On the other side jump out and kill the aliens in the room.

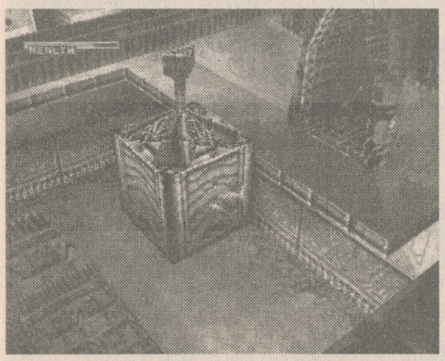


Use the switch near the ship to call the crane lift. Wait for it to settle on the ground then press the switch again. Hop onto the crane before it takes off and you'll be whisked away into the aliens' ship.

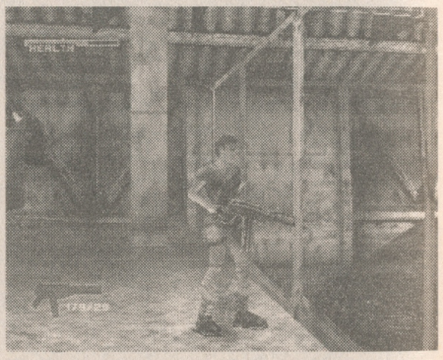
BREAK EVERYTHING

Time to raise merry Hell in the Alien's Conversion Facility. Make sure you take no prisoners as you try to foul up the Facility's systems as much as possible.

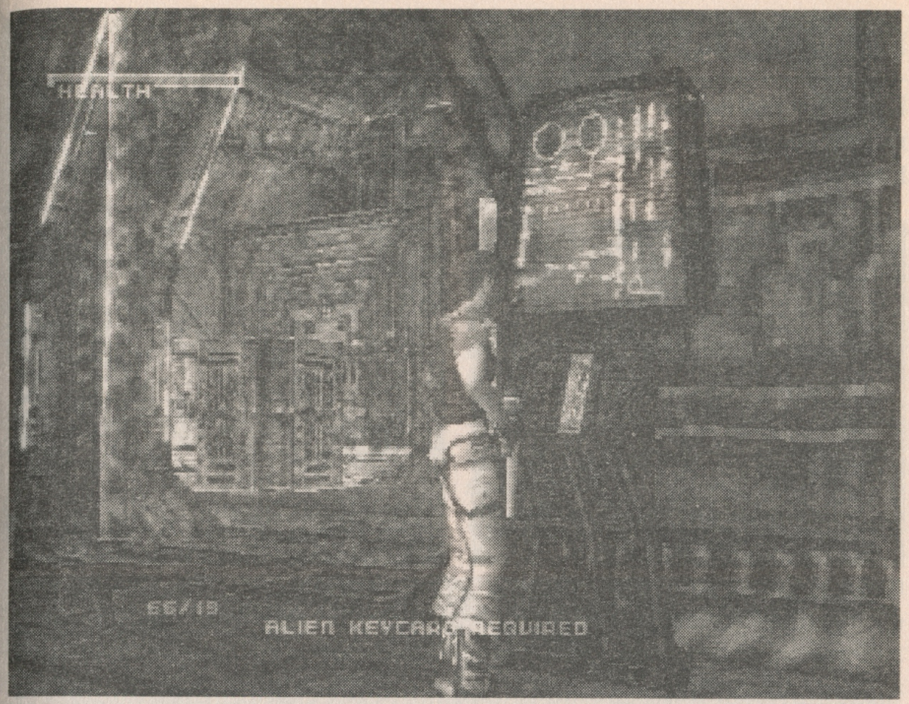
Avoid droids in big room and take door to North. Kill all the cyborgs on the ground floor then climb stairs in corner where you entered area. Climb onto side of passing crate to cross the room.



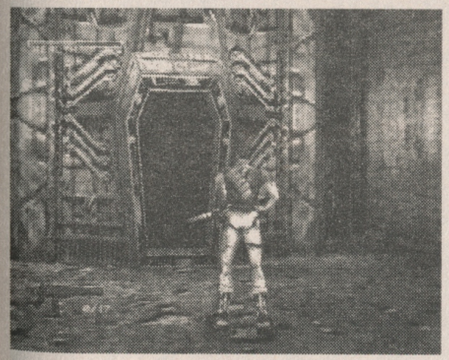
Move from crate to crate, getting off and changing where necessary - logical but tricky. When you've finally made it safely across the room head out through the door on the raised platform.



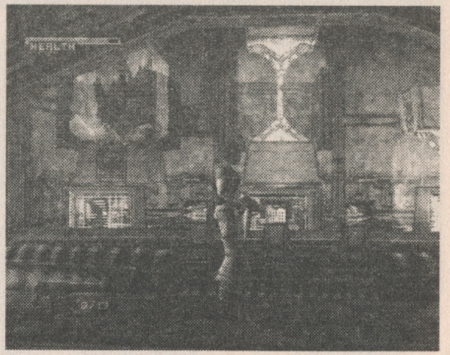
Kill the cyborgs and collect spores to use on the rusty fence nearby. Cross the green trench and into another minefield. As before, use your visor to see where the mines are. Use ladder at rear of area.



Kill droids that enter for cyan bolt then place in hole by door. Get on crate next to door and use tunnel. Use keycard then crouch and climb to get around forcefields. Drop down when possible to deactivate them.



Push block to far wall and climb up. Kill droids for another keycard then use it on the blocked exit. Save, then use the coffin shaped door. Avoid the lasers and press the button just before the door. Same for crusher room.

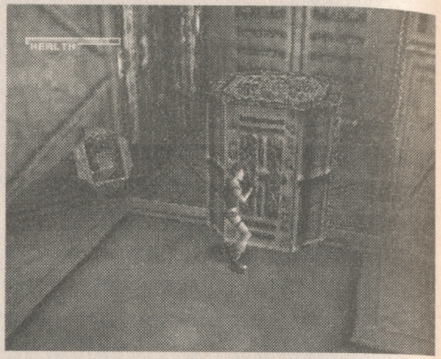


With the crushers off, climb onto one of them and use the tunnel above the machine. Push the broken generator block into the hole and rotate it so it disables all three generators in turn. Exit where forcefield was.

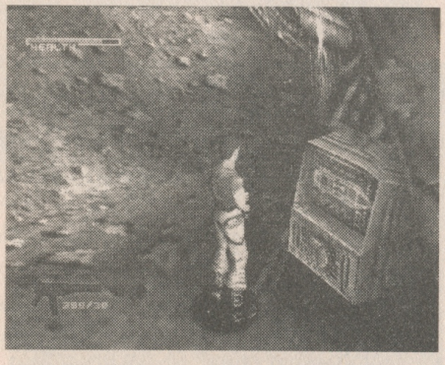
GET CARTER

Dr Carter has helped you out loads already so it's only fair you should try to rescue her when she's captured – just watch out for the awesome War Droid!

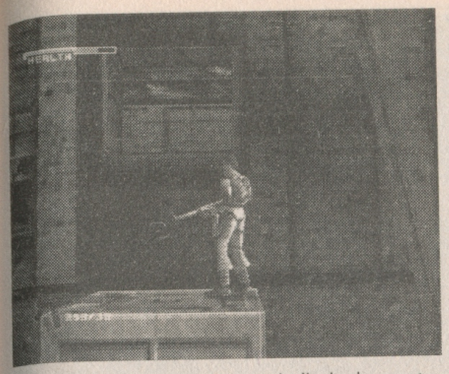
In the switch room empty all the tanks then exit through newly opened tunnel. Go left then drop down. Head for the narrow exit and save. Puch block onto lift, go up, then push block to ladder. Get green bolt.



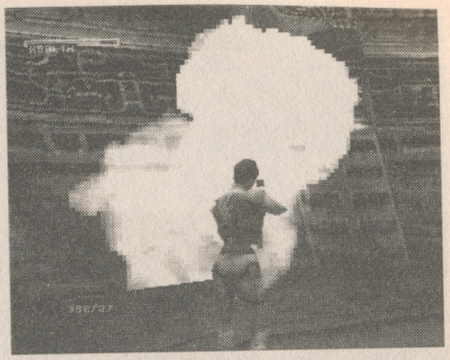
Push block to second ladder and kill aliens through the hole to get the red bolt. Back in main room repeat the block/elevator trick to access third ladder. Carefully walk to hole in wall.



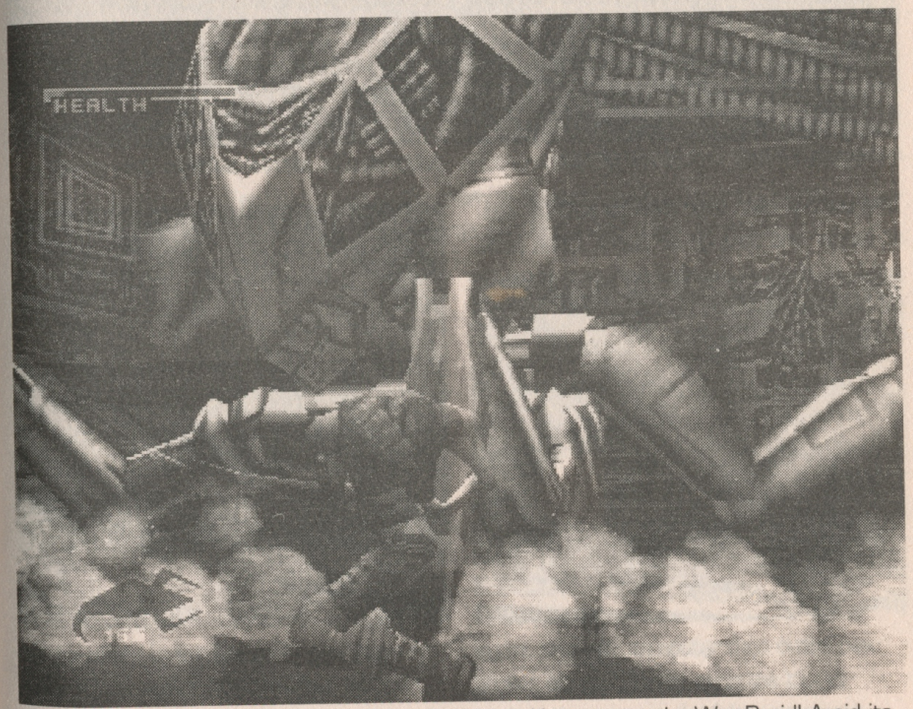
Drop down and kill aliens for yellow bolt then head back to room with the bolt holes and use all the bolts you collected. Exit through new door. Kill aliens on left for red bolt and immediately place in hole by door.



Go through the alleyway and climb the crate to reach a tunnel. Drop down and kill aliens for keycard, then exit through forcefield. Take red bolt from hole then go back through door where forcefield was.



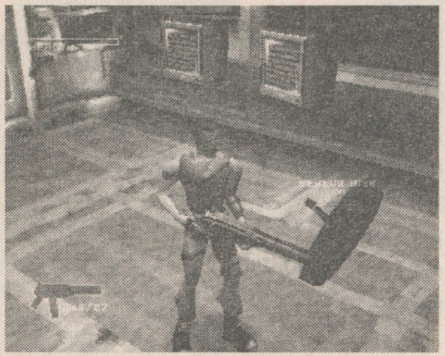
Kill more aliens for blue bolt and then use both bolts to open the door. Grenade or rocket-launch the laser arms. Get keycard from observation room. Back down and through forcefield, then kill aliens for ion cannon.



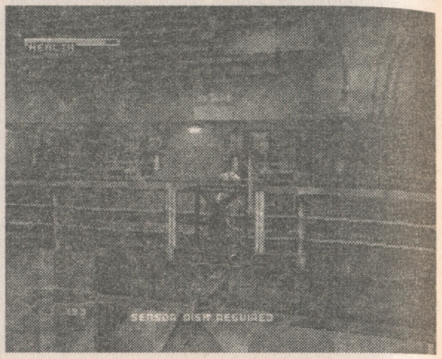
Open the door, kill everything then rescue Dr Carter. Here comes the War Droid! Avoid its arms and keep your distance as the fire attack will kill you immediately. Keep on the move, plugging away with the ion cannon.

LAST LINE OF DEFENSE

This is a massive section so try to memorise the level layout as you trek back and forth. It's not as confusing at it first seems but it's easy to miss key items.

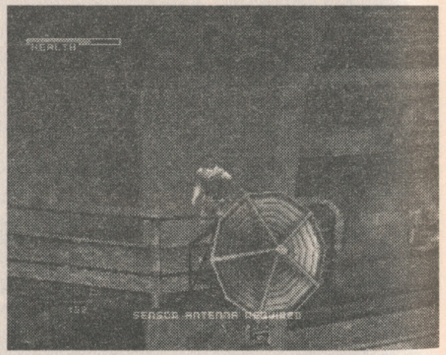


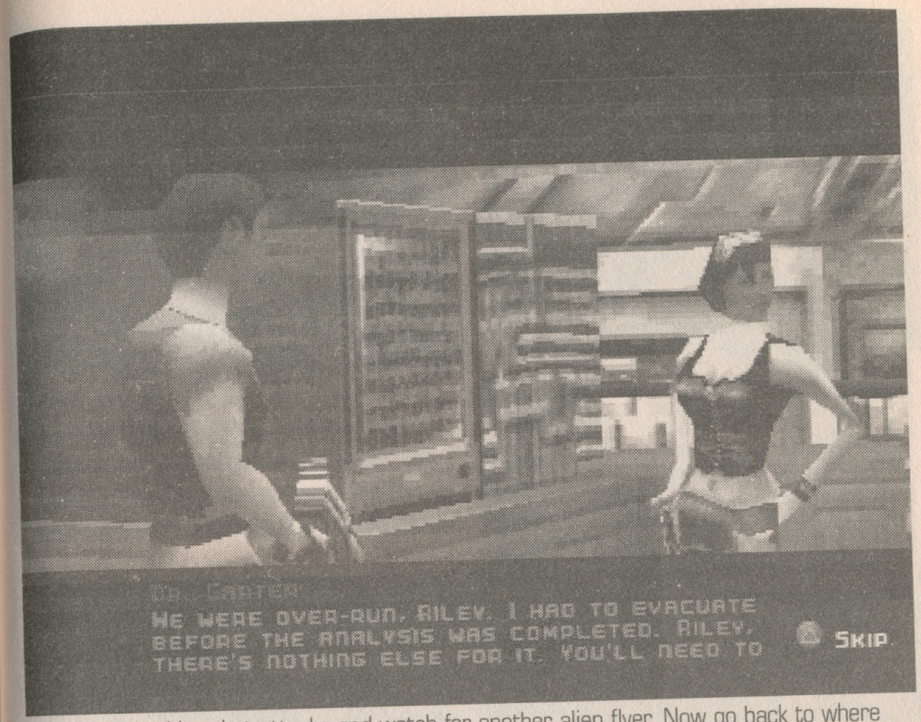
Follow the logical path through the base, checking every side room for items and pick-ups. Look for the room on the left just before the big staircase. Take the three satellite repair units there. Exit at top of stairs.



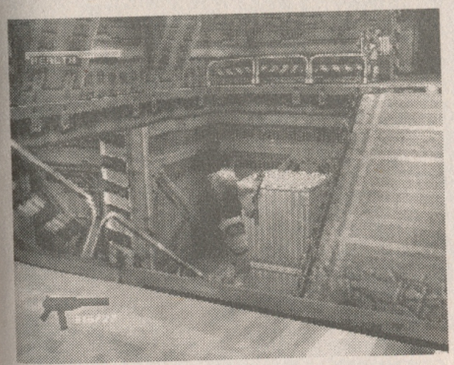
Help soldiers defend base then use stairs. Grab side of crate to cross ravine and fix first satellite. Go up ramp for goodies then continue on. After more blasting pull block to reach and fix second satellite then go left.

Take out the alien flyer then go outside and up ladder and through air ducts. Once back inside fix the last satellite and drop down. Go back to the ramp leading to the rooftop area and shoot coral from gun turret.

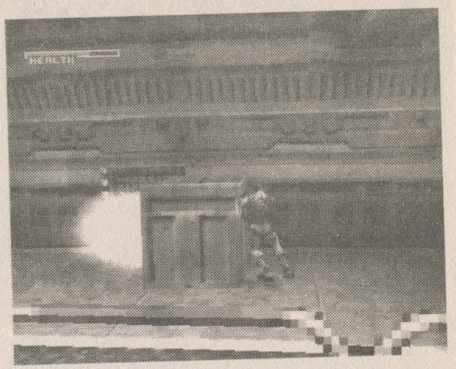




Destroy everything that attacks and watch for another alien flyer. Now go back to where you were sealed in earlier then down to the room at bottom of stairs to meet Carter. Through doors then work around the entire area checking every room for items.



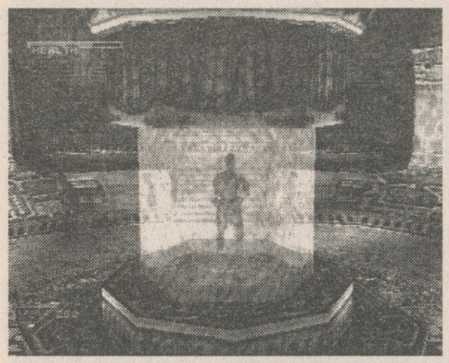
Kill the aliens in the broken bridge room to make things easier later on. Take lift near save point to basement. Find central room for storage disc then use the various bulkhead door switches until you open the sealed chamber with a big alien inside.



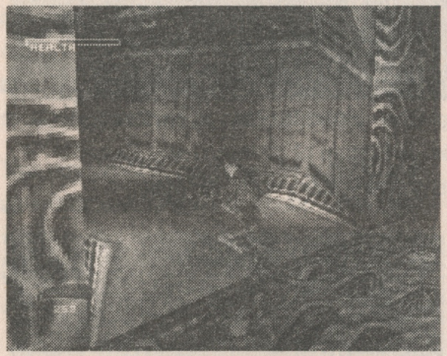
Insert disc into computer then cross over broken bridge. Quickly push the blocks against the vents in the following rooms: immediately left of entrance, in room with lift and walkway, then two in the next room up the stairs.

CYBORG VAUGHAN

Oh no! Vaughan's been stripped of his inventory and turned into a half-human, half-cyborg freakazoid. Understandably, he's a bit angry. Time to kick serious alien butt.

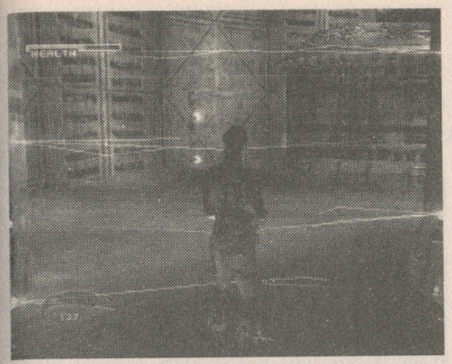


Head back to meet Carter at start of bunker then work back to Area Q. Through newly opened door and grab the three regulators. Use in this order: 3khz in first hole, 1khz in second, 5 khz in third.

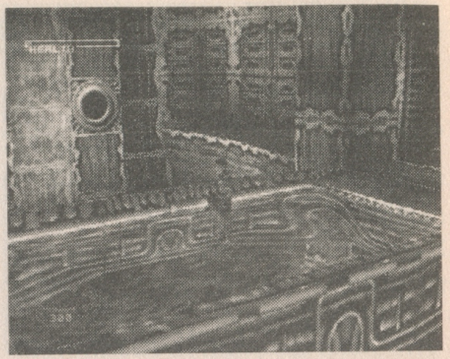


As Cyborg Vaughan, pick up the machine gun then kill all the aliens and exit to find your stuff. Follow tunnel round to large room. Destroy aliens for yellow bolt then take door on walkway opposite entrance.

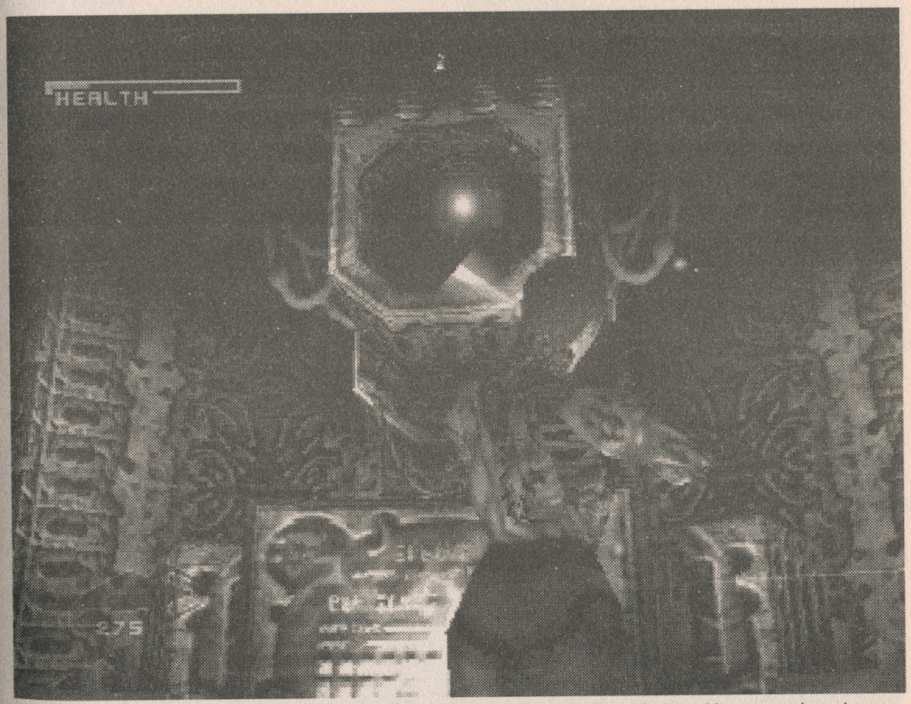
Blast everything for a keycard then use on machine, but watch out for cloaked aliens. Take blue security bolt and head up the ramp to the bridge. Through to next room and take red bolt.



Follow path back to main room but ignore the main bolt unit for now. Use coloured bolts on side doors to access pick-ups in tunnels. Grab red bolt at rear of electric fence room. Now back to main room again.



Put the right coloured bolts in the main bolt unit to create a bridge across the chasm. Cross over into the next room to meet the duplicitous Dan.

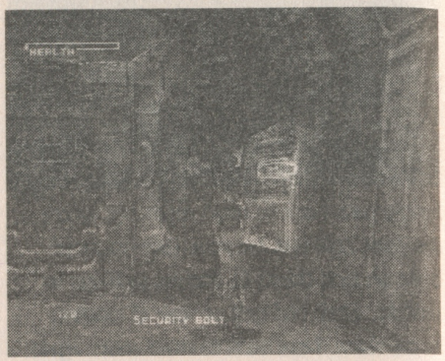


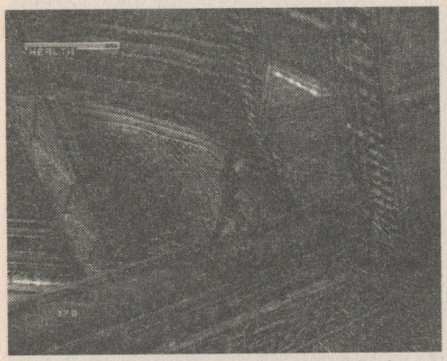
Take out the henchmen first while out-running the coloured forcefields. Keep moving then shoot the eye-shaped unit above Dan to finish him off.

OVERLOAD THE PROCESSORS

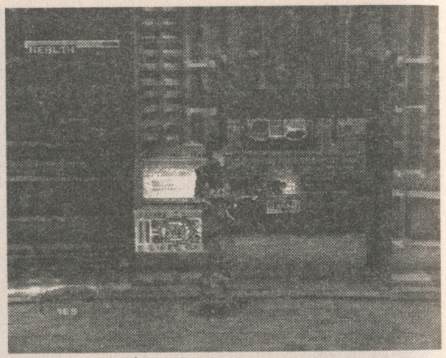
You've got just one last chance to really mess up the Alien's plans for world domination and it involves a lengthy trek through their atmospheric processors.

Go straight and kill aliens for yet another red bolt. Back to tunnel on right and use bolt for pick-ups then exit. Take the bolt and go back to big room. Put bolt in door hole.

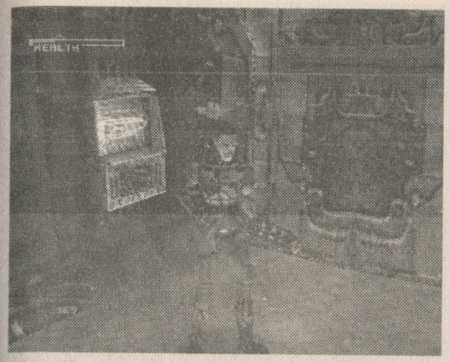




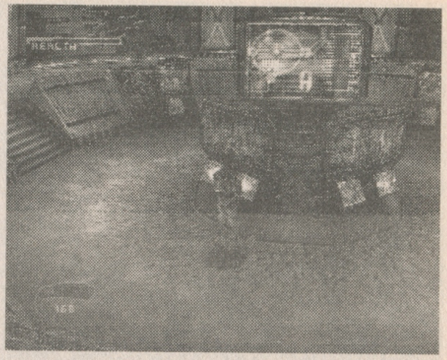
Push the crate so that it stops the big door closing, take bolt then crouch through to next area. Save then use bolt again to open the far door. Climb the central pillar to access highest tunnel. Drop down for yellow bolt.



Climb pillar again to access lowest tunnel then go through to next room, looking out for cloaked aliens. Drop down and use bolt on door for another yellow bolt. Exit and swipe back the original bolt.



Make your way back to the entrance tunnels and use the two yellow bolts to access the control room. There are two sets of switches inside, one set changes the image on the TV screen and the other raises and lowers power.

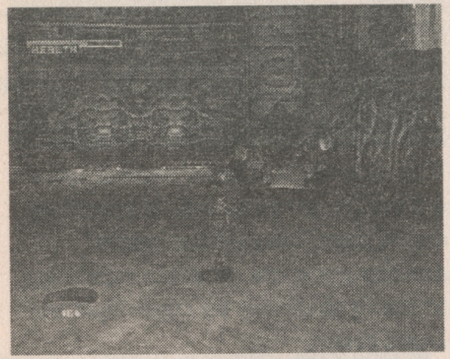


Make your way back to the entrance tunnels and use the two yellow bolts to access the control room. There are two sets of switches inside, one set changes the image on the TV screen and the other raises and lowers power.

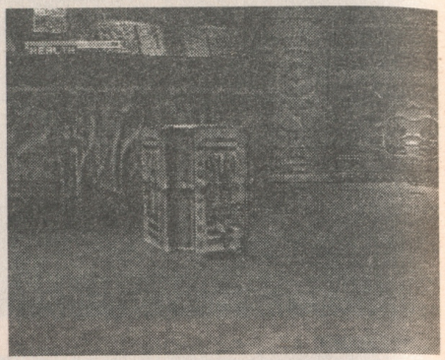
Now cycle through the images until you reach the orange circle. Crank the power again just into the red zone on the gauge to overload the entire power system. Sorted.

FINAL BATTLE

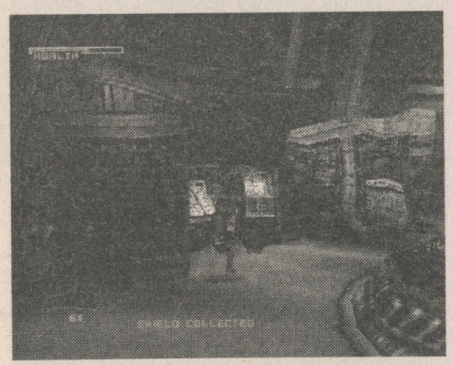
Hope you've stocked up on those useful shield items and picked up as much ammo as possible as the final boss, the Alien Leader, is a real bitch. Good luck, soldier...



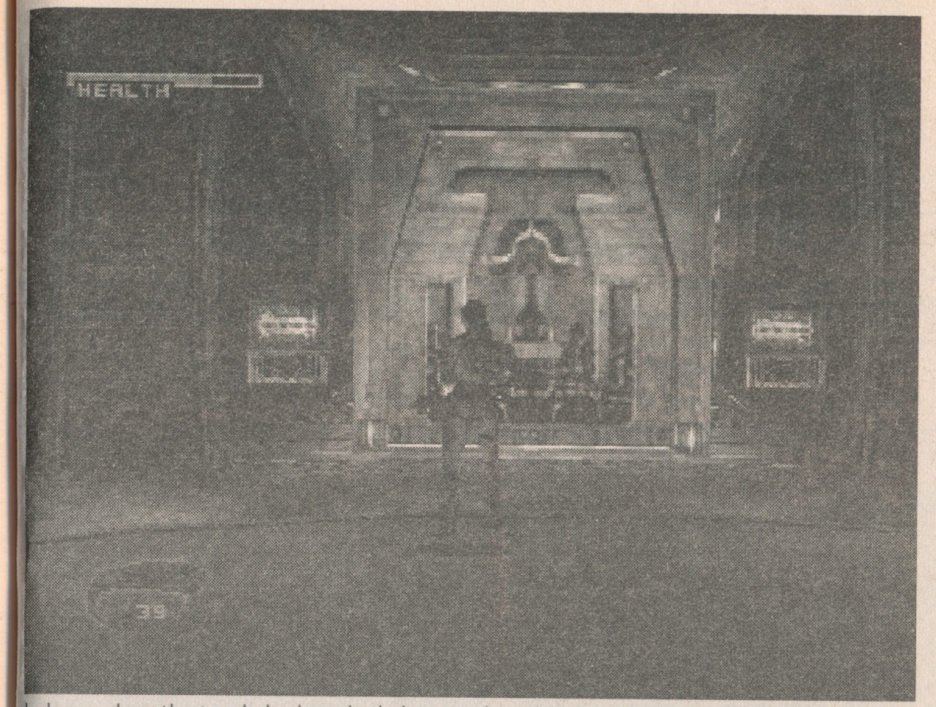
Just one more task to complete and you've won the day! Drop down into the main room with the massive alien mothers. Try to take them out from a distance as their shockwave attack is brutal.



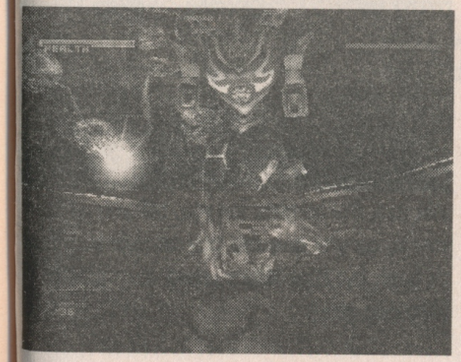
With those two dead, push the big crate to the central green platform and take the red bolt. Now push the crate to the door above the platform directly to your left. Through door.



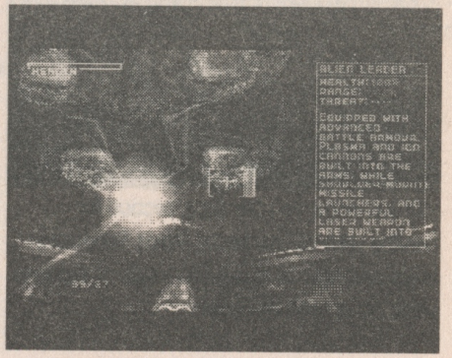
Watch for the freeze rays in the next room – try to keep moving and use your shields. Destroy the wall guns and aliens then grab the bolt and head out through the door. There are more aliens in the next room and they're tough.



In here, place the two bolts into the holes to exit and make sure you save your game before the final battle. Concentrate on the henchmen first as they can cause you grief if you leave 'em.



With the henchmen dead, strafe around the entire arena locked-on to the Alien Leader. He'll recharge when his energy is low so use this as your opportunity to take out the source of its power.



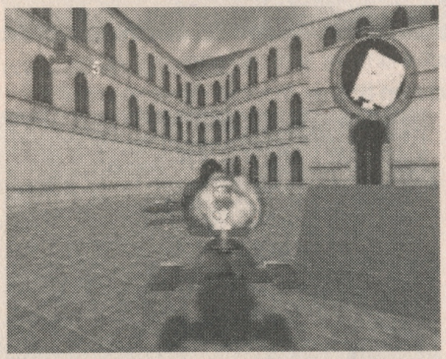
Blast the four glowing orbs in the celing one by one to weaken the Leader. Once they're all totalled he can't recharge anymore so let him have it! Keep at it and he'll eventually give it up – leaving you to bask in your success. Nice one, soldier!

STAR WARS EPISODE 1 BATTLE FOR NABOO

Anyone who has played Rogue Squadron will be instantly familiar with this. Only this time it is set in the episode one universe meaning new vehicles galore. If that ain't got yer foaming at the mouth, well nothing will.

TOTAL FLY THROUGH

This guide will teach you everything you need to know to help save Naboo from those nasty droid types.



We will show you the best tactics for dealing with all the nasty Trade Federation units and how to make the most of the new vehicles at your disposal.

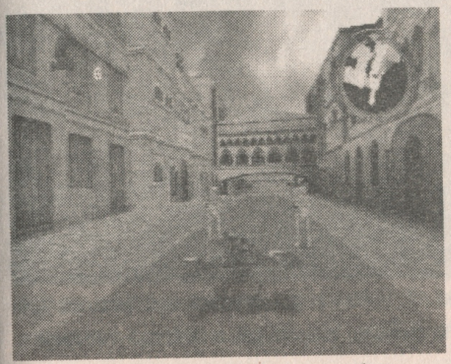
We pick the targets for you, tell you which way to go and give top tips on how to battle through the Star Wars universe in all its Nintendo glory.

BATTLE FOR NABOO

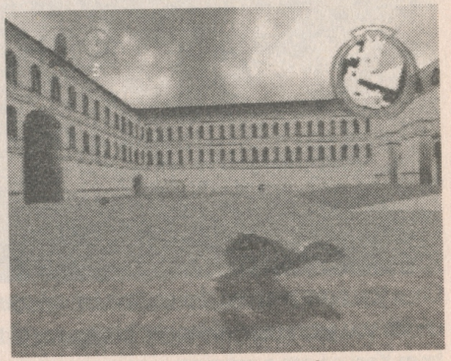
This is where you get to save the universe from the dark side. Once more strap into your cockpit and swallow those motion sickness tablets it is time to fly.

ESCAPE FROM THEED

The first mission is also an easy one. Cruise through the street scenery and blow stuff up. What more could you ask for? Oh yeah and you have to help out some incompetents that you encounter on your journey



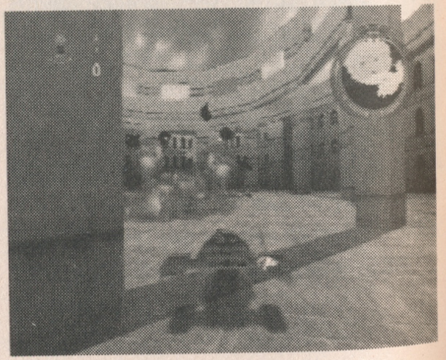
This level is very easy and linear so just follow the streets round, as you do not really get the option of getting lost. As you speed along carefully target and destroy the droids you encounter.



You will quickly get a message from your Captain who is under attack. Go through the dark entrance and destroy the Droidekas to rescue your mate. Save your missiles for the Tanks you will encounter.

Once you have rescued the captain he will speed off. Follow in his direction and take out the droids you encounter whilst not hitting any of the civilians. You will get a distress message from Kael so get a move on.

When you come out to the street where Kael is ignore him and blow up the tank under the arch to the right. Go through and collect your first bonus Advance Shields. Now go back out and kill the droids surrounding your useless Captain.

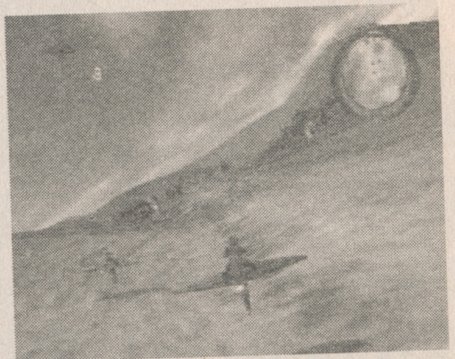


Progress behind Kael taking out droids as you go. When you receive another distress message from the cretin speed up. In the arena blow up the tank and all remaining droids to clear the level. How easy was that?

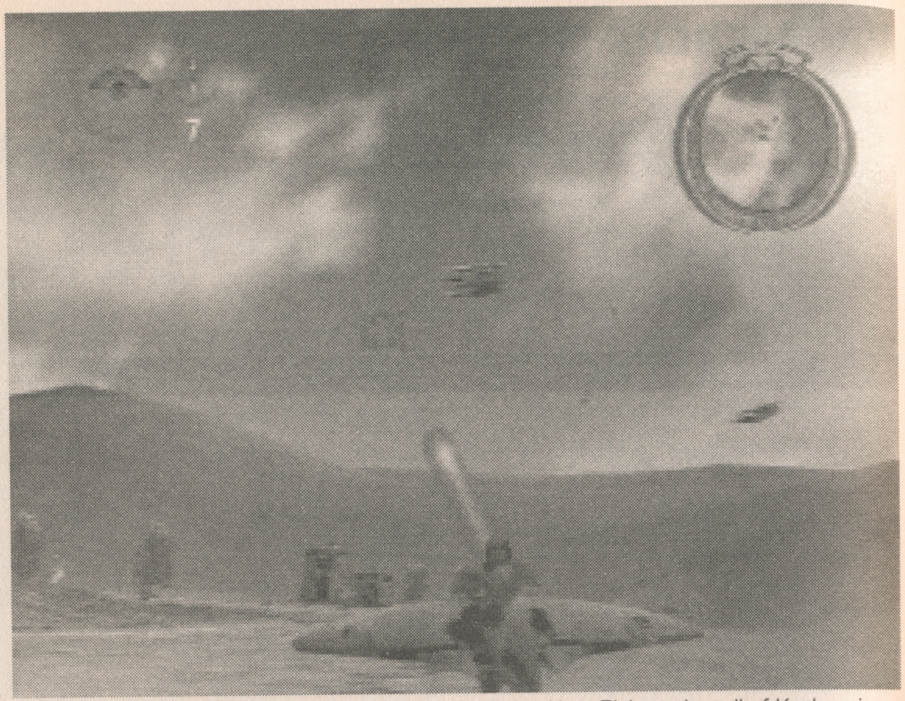
NEIMOIDIAN PLUNDER

Much tougher and far less linear than the previous mission. Your objectives here are to protect a bunch of bleating farmer types from those nasty boys at the Trade Federation.

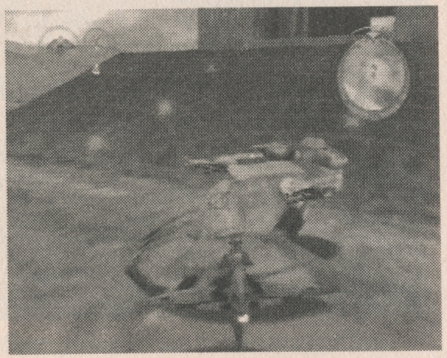
This level is based in open country and it can be very easy to get lost. Your best bet for getting through easily is to religiously follow Captain Kael shooting enemies off his back as you follow him around.



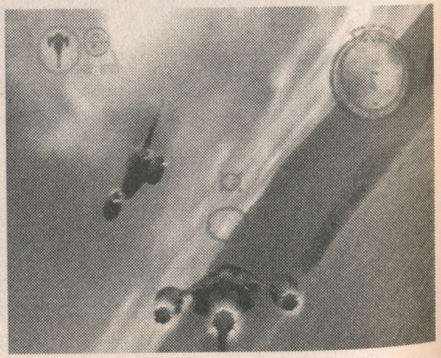
Follow him and shoot the droid when he asks you to. You will then be led in a round about fashion to a farm complex, which you are ordered to defend. Several STAPs will attack from all directions so fly round the farm and pick them off one by one.



You will hear the word 'excellent' when they are all smoking. Pick up the tail of Kael again and follow him once more. You will get a cutscene of tanks on a bridge. Keep following Kael and when he starts shooting at three STAPs wait for the two droid star fighters to come over the hill and knock them out of the sky.



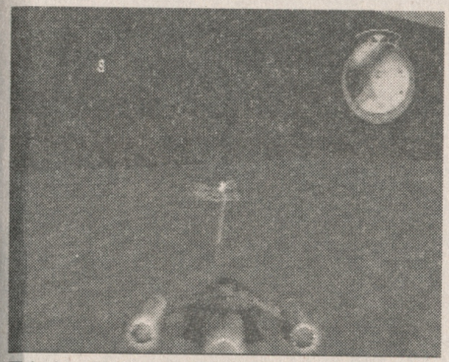
Follow the road and cross the bridge. Use your missiles to destroy the marauding tanks and head straight towards the hangar building in front. Destroy the tank guarding it and then fly straight in.



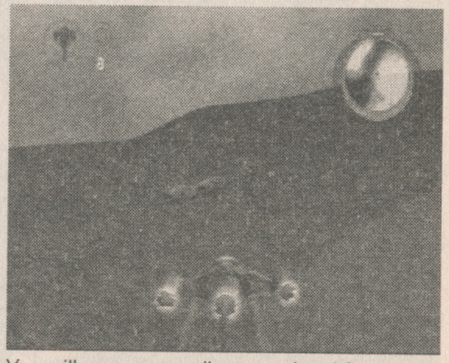
Take command of the Police Cruiser and fly out. Destroy any enemy starfighters and follow Kael to the right. This will lead you to the swamps and the end of the level.

NABOO BAYOU

At last you get to fly around in a proper spaceship type thing. This level is also open plan. Keep a close eye on your captain so you don't get lost. You have to save a bunch of swamp dwelling traders who might give you information if you manage to save their slimy lives.

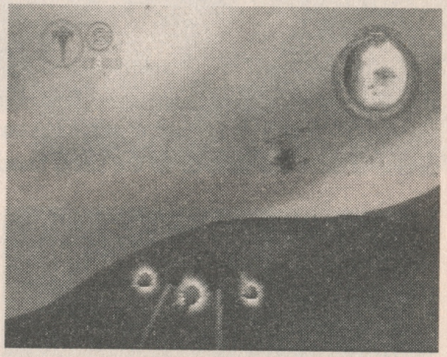


This level is very easy. Fly out ahead of Kael and start attacking the tanks on the water. Once you have destroyed them all you get to play cat and mouse with an enemy starfighter so go and blow that up as well.



You will soon get a distress signal from another swamp dweller whose boats are being attacked by three star fighters and a bomber. Simply get in behind them and shoot all four from the sky.

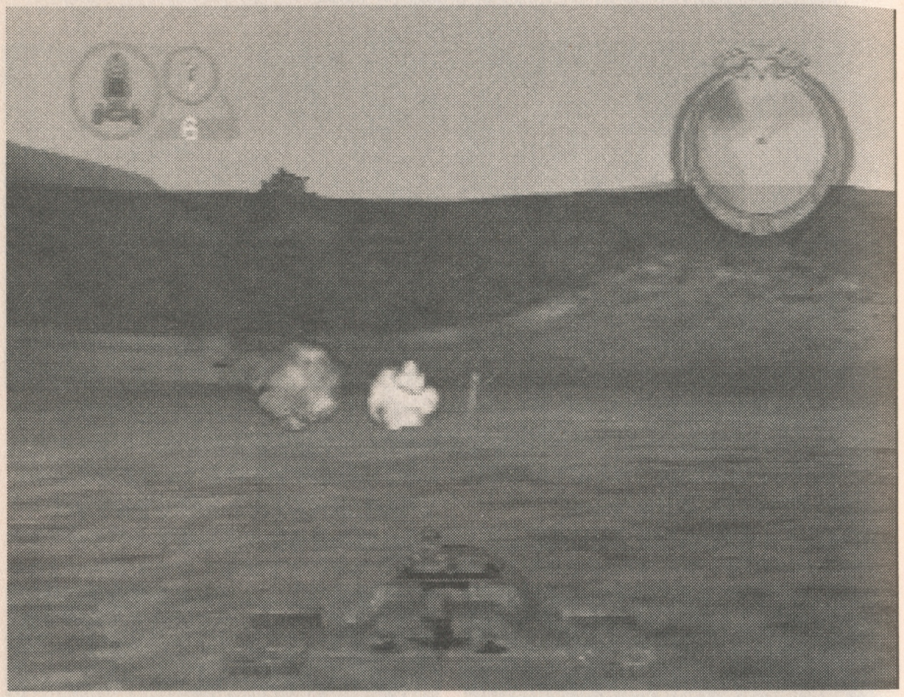
Next follow the radar signal to the next objective where you will find Vedd. You will also encounter many more starfighters. They are circling the island in no formation so get behind one after the other and shoot them down.



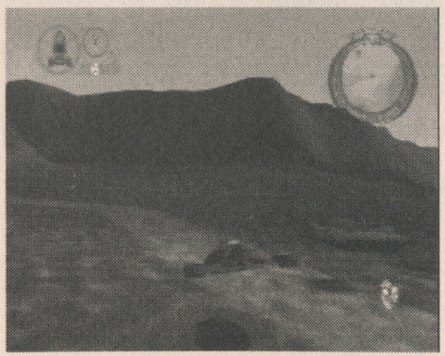
More fighters will appear. Again they are not particularly dangerous so get behind them and blow em to bits. Once all the enemy fighters are downed the mission will end.

SMUGGLER ALLIANCE

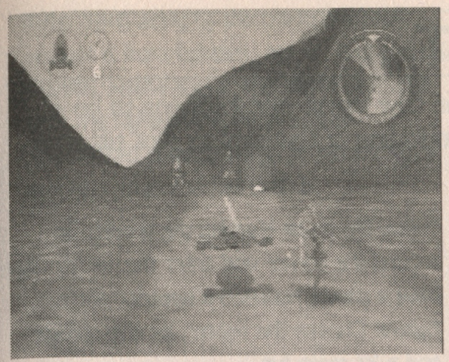
Another ground based mission. Your fighter gets shot down so you end up in a rubbish speeder. Your mission is to find an elusive smuggler and then try to recruit him for your cause. Han Solo anyone?



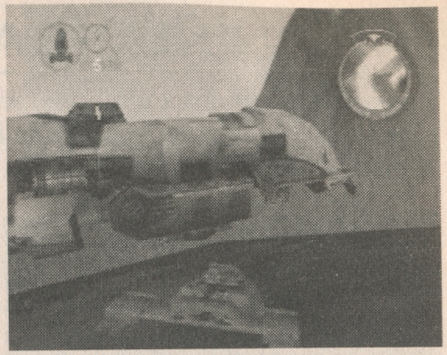
Speed down the path and watch out for a bunch of STAPs attacking a farmhouse complex. Cruise around and destroy all the pesky droids who whizz around.



When they are all destroyed look out for the farmer who tries to escape in his speeder. Protect him from the pursuing STAPs and then follow him to a hidden building. He will lower the gate allowing you to enter and get a bonus.

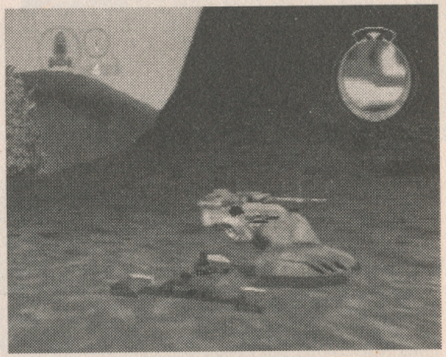


Make your way back to the path and follow it to the next farmhouse which is also under attack. This time you can ignore the agonised cries for help and continue down the path.



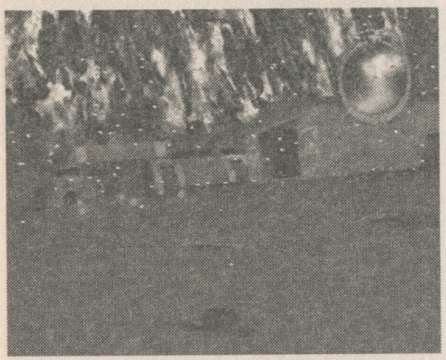
This will lead to the smuggler who is being attacked by a tank. Blow it up from behind and introduce yourself to the owner of the impressive looking vehicle. Now you have to follow the canyon along and protect your new mate from a load of tanks.

Keep yourself in front of the vehicle at all times and scan the side of the canyon for tanks. Take them out as you go along. It is also a good idea to take out some of the STAPs as you go. When you get to the bridge blow up the last tank to complete the mission.

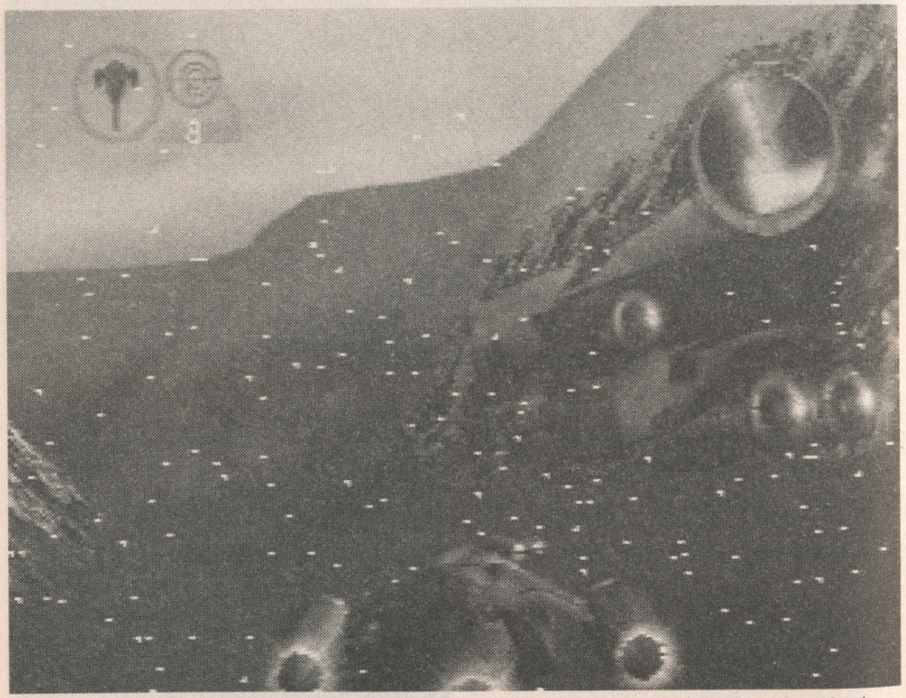


HUTT'S RETREAT

This mission is all about protecting your new friend who happens to be a Hutt. You also get a choice near the beginning of the level to pilot either a speeder or a star fighter.

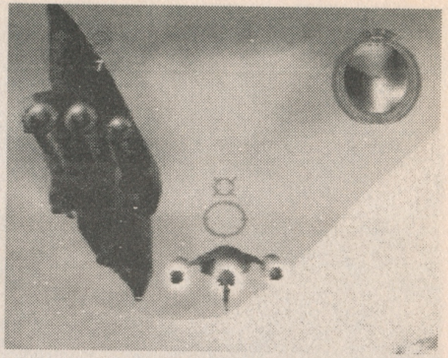


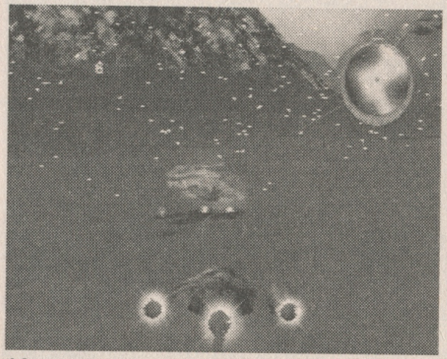
Follow the route blasting the droids. Go around the corner and enter the hanger. You have a choice between a speeder and a fighter. Choose the fighter, as it is quicker and a lot more fun.



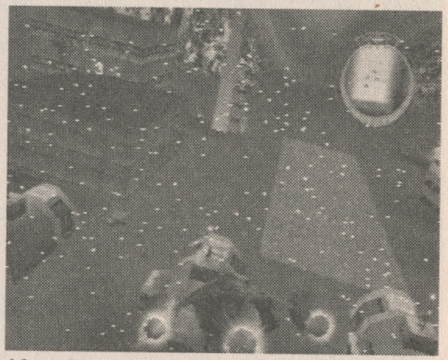
Fly out of the hanger and move along with the convoy you are in. Look out for mines in the distance and shoot them all. Now circle around the Hutt's transport and finish off any pesky fighters.

Keep flying along by the transport and protect it from fighters, mines, and ground turrets. Follow it over the mountains. This time the fighters will fly in a more randomised pattern so get in behind them and hold down the fire button.





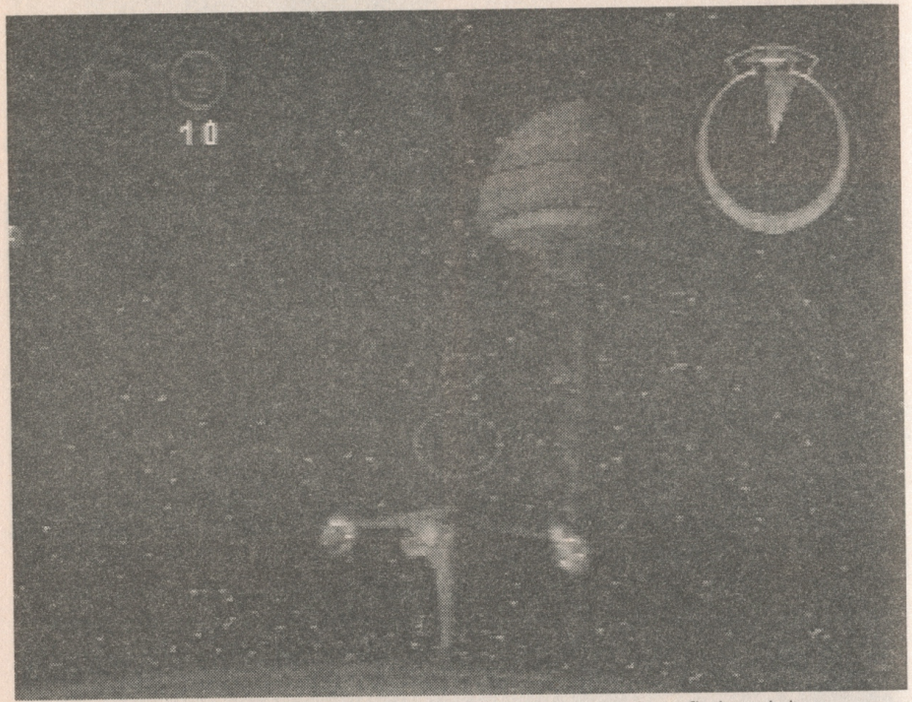
After going over a few mountains you will reach the base. Some ground tanks are attacking this. Carefully eliminate these. They are well armoured and require quite a lot of bashing. The best way is to fly at ground level and attack them from behind. Pull up before you collide and repeat as necessary.



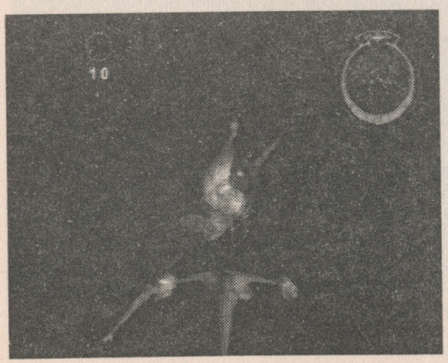
After they are done for fly on and eliminate all resistance at the next complex. Once done you will be joined by another fighter. Head over to the star fighter facility and fly round the outside taking out the turrets. Afterwards engage the fighters at point blank range. Lastly bust up the tank to complete the mission.

DISRUPTION OF COMM 4

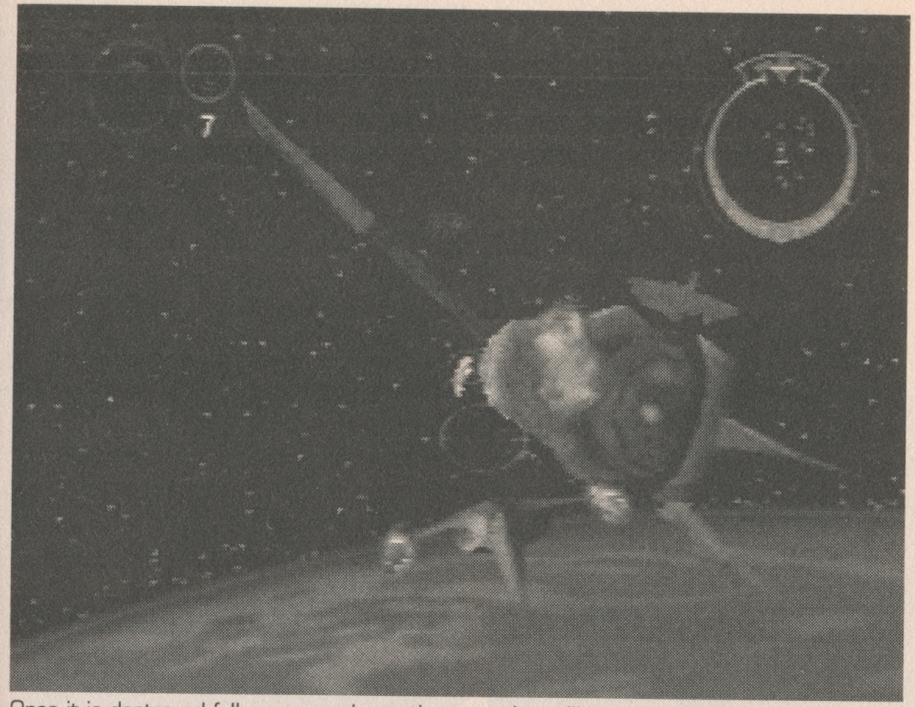
Hooray! Fighting in space! That's what it's all about! Not only that but you also get to blow up a big floating base. Oh, did we mention the coolness that is the Naboo Star fighter?



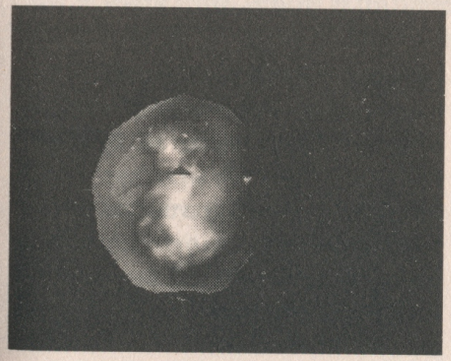
You will start in front of the target structure. Fire a few rounds in to find out it is surrounded by an impenetrable shield. That's right- you can't hurt it just yet.



Follow your radar pointer until you encounter a big green satellite. Ignore the enemy fighters zapping past and concentrate on shooting the satellite. It takes some pounding so fly out and turn round to make another pass.



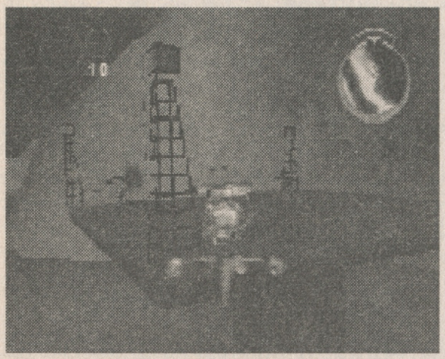
Once it is destroyed follow your radar to the second satellite and destroy it in exactly the same way by holding down fire as you approach then pass by. Fly far out, turn around and head back in keeping the trigger held down and your sights over the target. Follow the same procedure for the final satellite.



As soon as all three satellites are space dust, find the main target and use the same tactics as you did against the satellites. Unfortunately missile turrets guard it. Swerve around a bit as you make your runs and unleash all of your secondary weapons. Once the target is destroyed the mission is over.

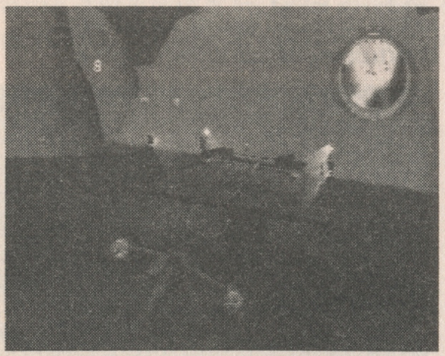
GLACIAL GRAVE

In this awesome mission you'll be flying around through icebergs and snowy mountains blowing stuff up. What could be more fun?

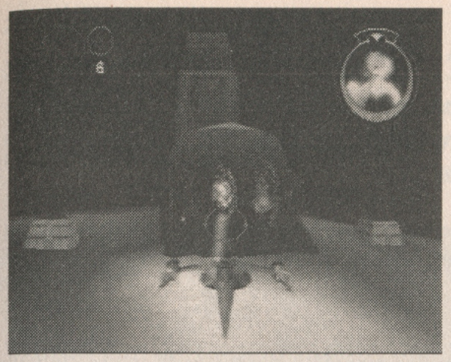


Choose the Naboo Starfighter. Start by targeting the missile launchers on the platforms. After this, concentrate on the floating mines. When the first few platforms are cleared head out with the rest of your squad.

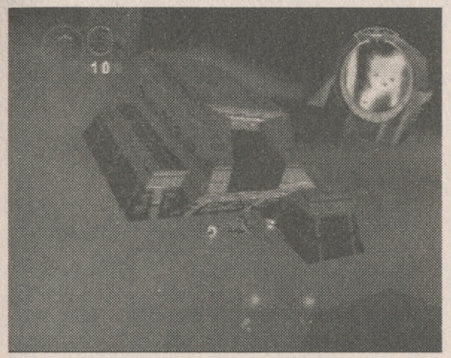
As you round the bend with your squaddies target the various gun platforms. You will soon reach a platform with a building on. Make runs on the platform by targeting and holding down the trigger. Follow through by speeding past the platform before turning around for another pass.



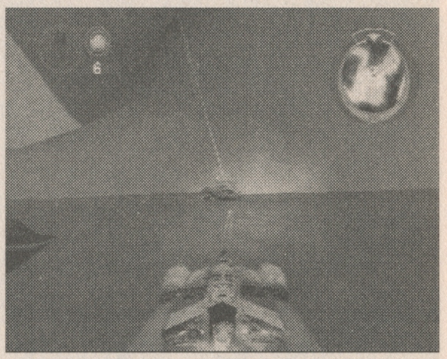
Let your buddies take care of enemy fighters while you concentrate on the fixed guns. Once cleared regroup and fly off with your squad. After a few encounters you will come across a heavily guarded platform. Concentrate your fire on the mines first and then go for the boats. Lastly take out the turrets and fighters.



As you fly off with your squad they will take the left route. You should go right. You will reach a heavily defended set of buildings. Take out the missile turret on the tallest structure and then dispose of the other turrets and the docked gunboat. Now blow up the round green building and collect the bonus inside.



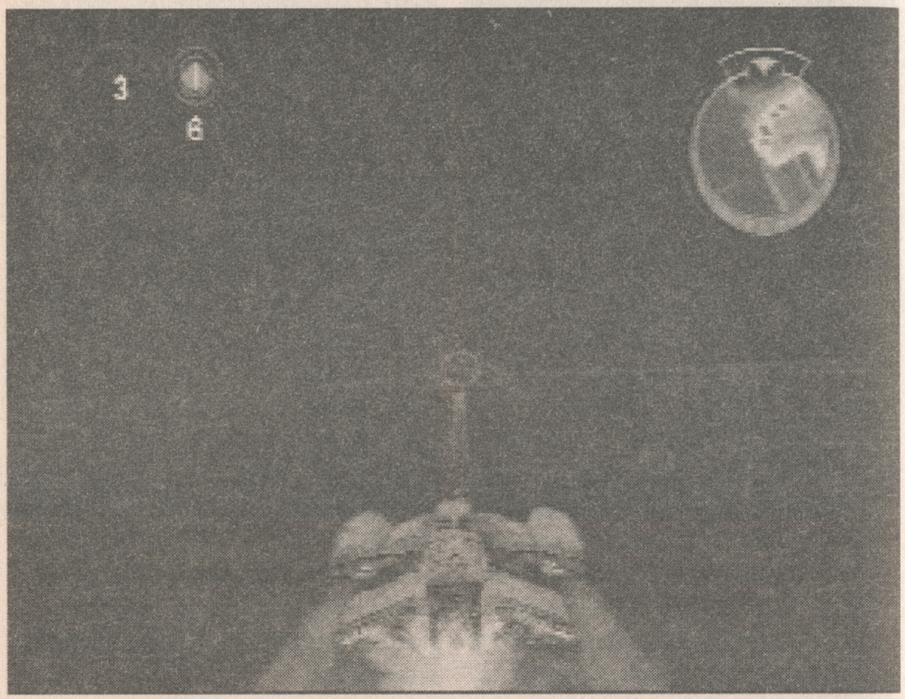
Follow your radar to regroup with your mates. Clear your way through to the final complex. Notice that one of the buildings has an energy shield. Blow up all the turrets and then aim for the generator. As soon as the shield is down fly into the hanger and take control of a gunboat.



Ride the gunboat round the corner and take it through the broken dam destroying the guard turrets as you do so. As soon as you're through the broken dam the mission is completed.

THE ANDREVEA RIVER

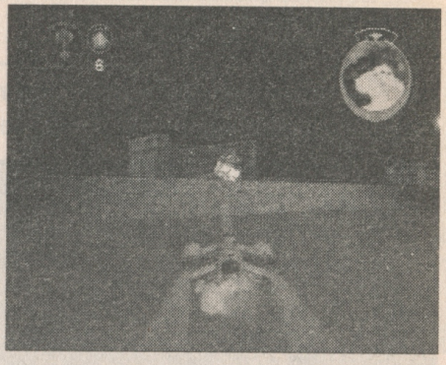
This mission lets you control the gunboat you just captured. Unfortunately it is a beast to drive but its powerful turret lasers counter this. Better still- you can hold it still and swivel the turret.

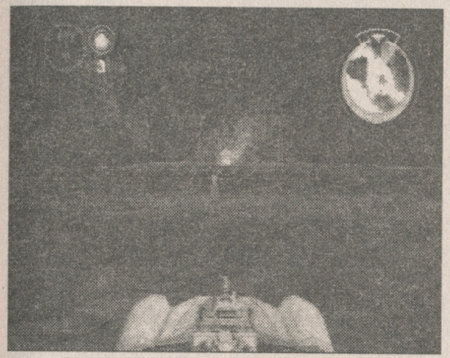


Move slowly along the river in your gunboat. Check the radar for mines and blow them up from a distance. You should also be wary of laser turrets. Let them fire twice and then dash round and pound em into the muck.

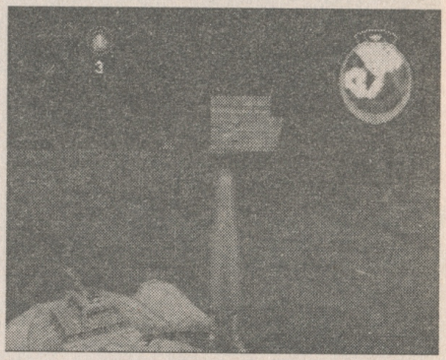
At the fork in the river choose either direction and proceed along whilst carefully eliminating any obstacles. When you see the fighter ignore it and it will ignore you.

Proceed past the rock in the river and under the bridge to the first prison camp. Inch slowly into the camp keeping your eyes peeled for laser turrets. As soon as one is visible blow it up and then move onto the next. Your objectives here is to blow up the two generators, which are the big, square buildings on the shore.





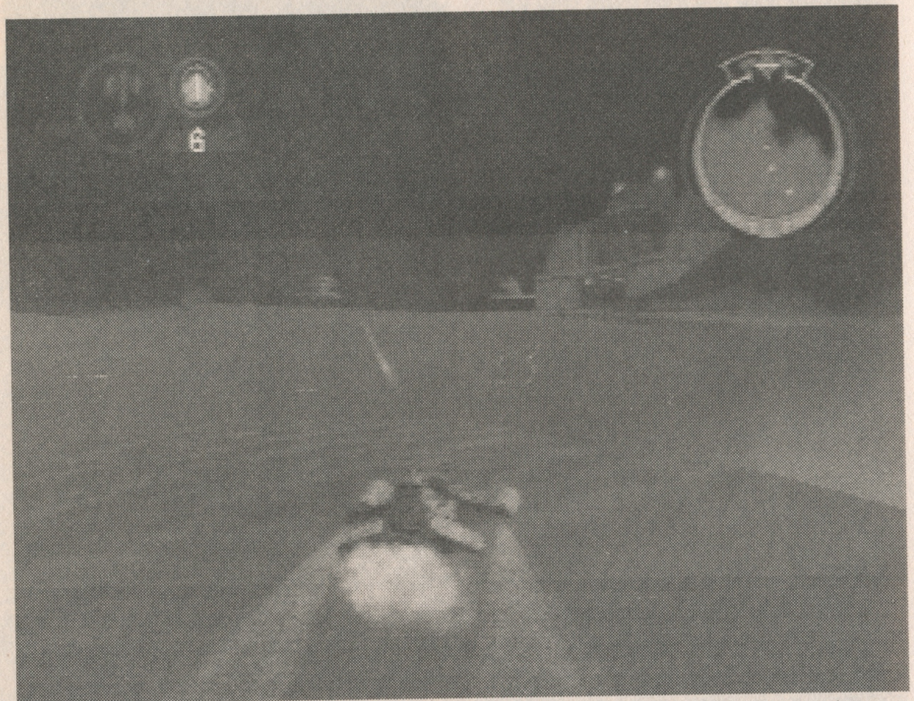
Once both are smoking an enemy gunboat will make a run for the other camp. Follow it at a distance and blow up any mines that it drops. Another boat will soon emerge which you must defeat. This will lead you to the main camp.



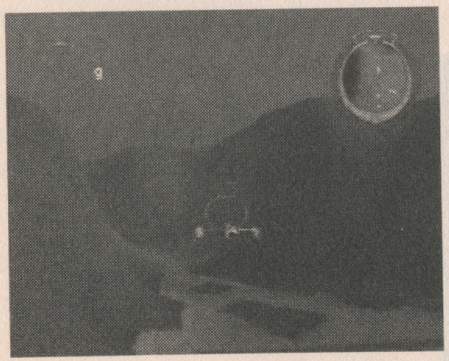
The main camp is massive and well defended. Again you should inch your way into the base slowly taking out all the turrets one by one as they appear in your view. Make your way through the camp, ignore any bombers or gunboats and concentrate on the turrets. When all the missile turrets are dust the mission is over.

SANCTUARY

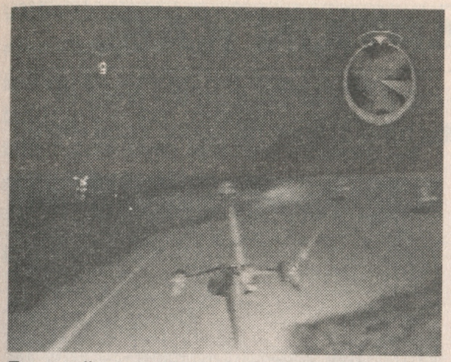
You now have to transport the former slaves to a safe place. You start off in the lousy gunboat but quickly get to swop it for a starfighter.



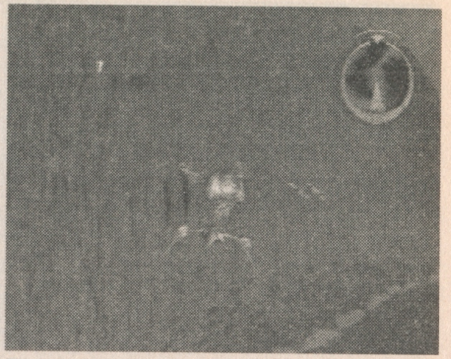
Cruise ahead of the houseboats and look to the right. When you see a convoy of tanks bring your weapons to bear on the tunnel behind them. As soon as this is destroyed speed around the lake and take out all the positioned tanks.



As soon as that is done head into the boathouse hangar and swop your ride for a starfighter. Slowly fly out and destroy the tank in front. Fly straight down the canyon in front and follow it along.

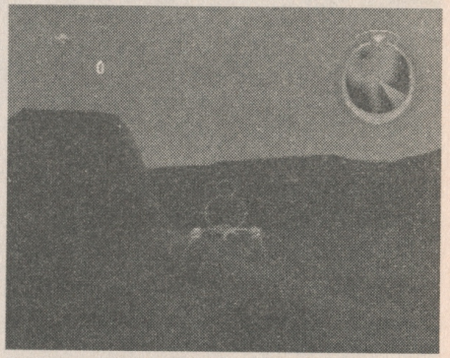


Eventually you will reach a group of waiting tanks. Take these out as quickly as possible and then head back to where a small convoy of speeders is being attacked by enemy fighters.



Choose an enemy target and zero in on the kill. Get in behind formations and hold down the trigger to take out as many as possible whilst keeping an eye on the convoy. They should make good progress as you already destroyed the tanks earlier.

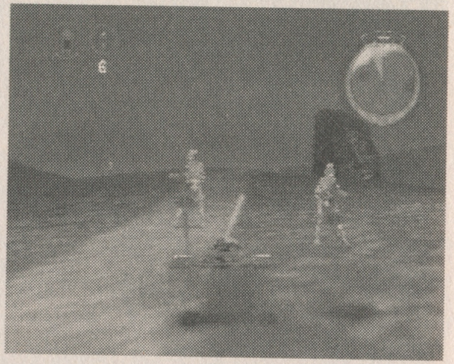
When you see a rock on the right of the valley just before the ruins head down the valley to the right. Fly along and past the volcano to collect a bonus. Regroup with the slave convoy and follow them into the ruins, which will end the mission.

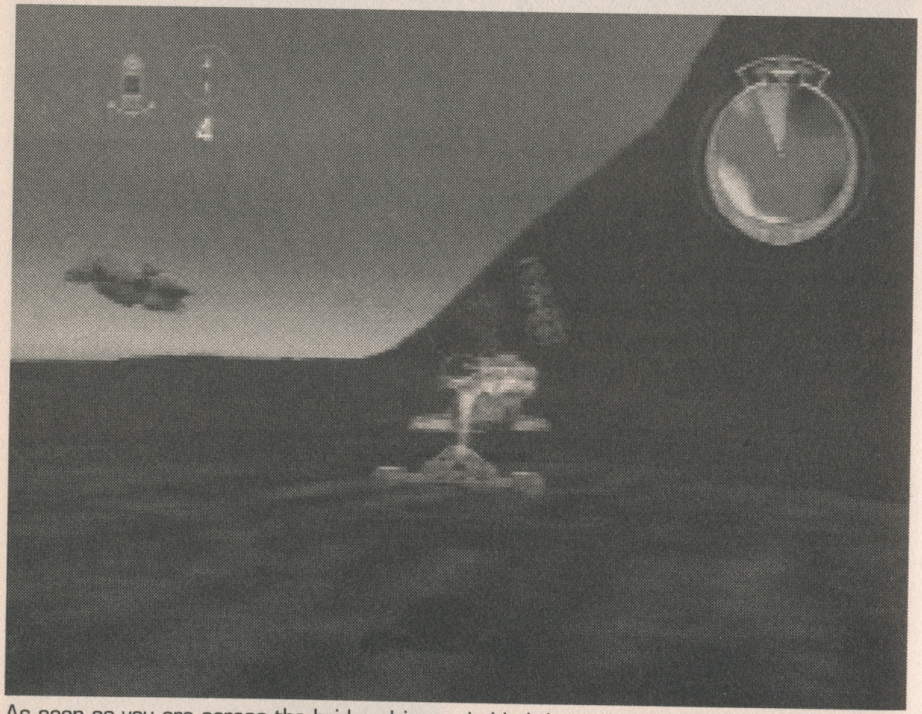


SEARCH FOR CAPTAIN KAEL

Once again Captain Kael is proving to be more of a liability than the great all conquering hero he is supposed to be. You have to save his bacon once more.

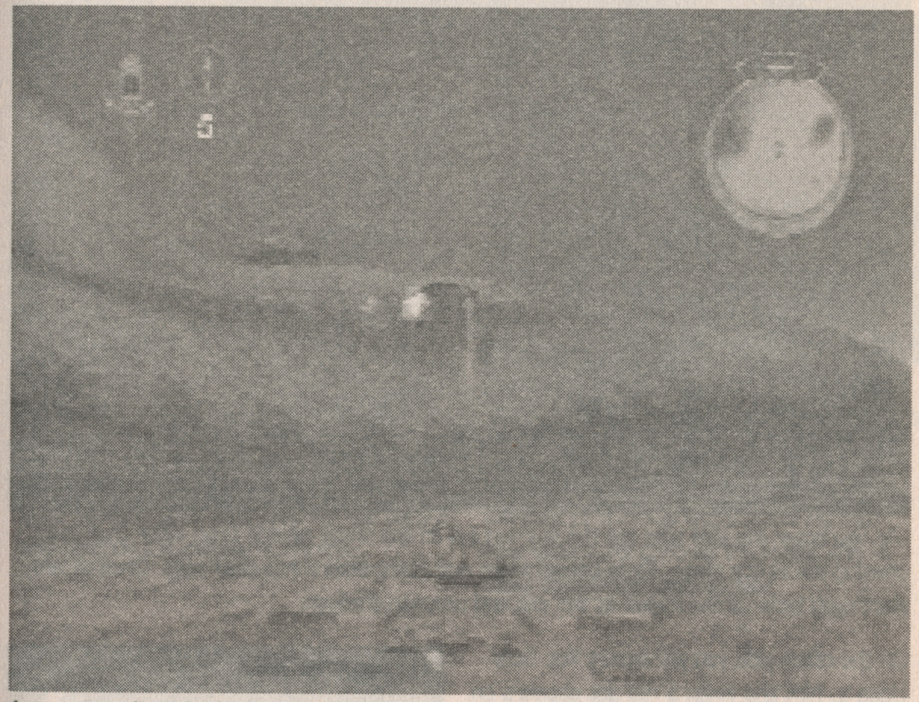
Your first bunches of targets are pesky STAPs. Eliminate a few and head for the bridge. Two tanks are sat on it so approach slowly and destroy them with your lasers.





As soon as you are across the bridge drive up behind the tank and destroy it. Carry on to the mining complex. At this point the complex is friendly but it is a good idea to take out a few of the turrets to save you from doing it later.

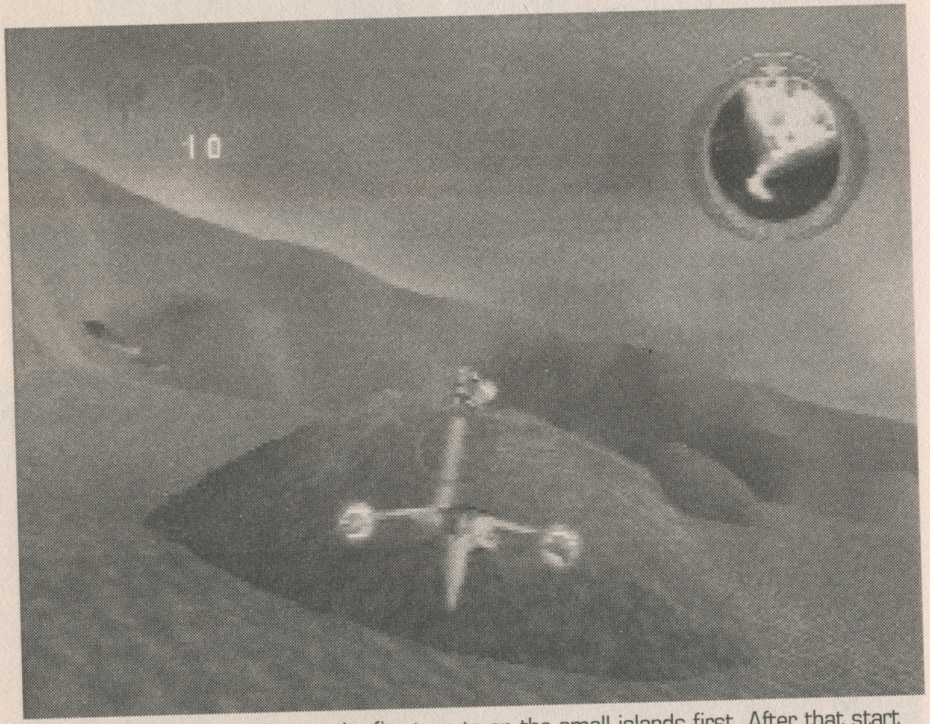
When you get the message about tanks drive through the middle of the mine building for a secret and up to the admin building. Use your secondary weapons to take out the three tanks and watch the cut scene. Destroy all the turrets and then destroy the transports that float in. There are three in total but the last is very slow.



As soon as the third is destroyed follow your radar and take out the two tanks ahead. Some bombers will also enter the area. Once these and the tanks are dusted the mission is complete.

BORVO THE HUTT

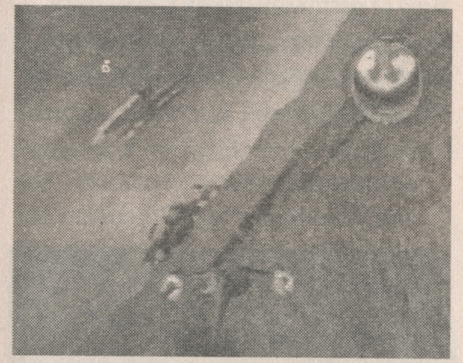
Time for revenge on the treacherous Borvo the Hutt. He killed your friend and captain, lied to you and is traitorously helping the enemy to enslave your people. In other words, smoke his ass!



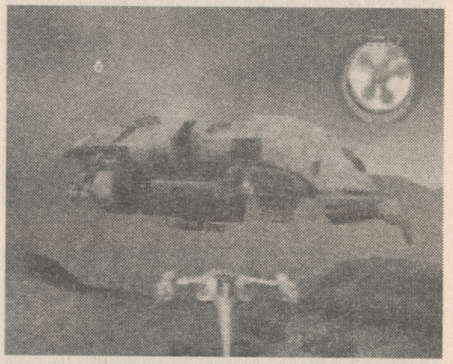
As you enter the lake take out the five turrets on the small islands first. After that start chasing the Hutt's ships. Fly in behind them and pump lasers into their tails. Once all are destroyed blow up the mines at the exit and proceed through.

On the other side you will escort Kol. Stay close to him and when a red dot appears on your radar zoom in front and eliminate the threat. Kol will lead you to Borvo's base. Do not enter into the gap that leads into the base. Instead back out and fly round to the right.

You will be in-between the wall of the base and the outer wall of the level. Fly round the base and look for a landmass with four trees in the middle. Fly through these trees to collect a bonus.



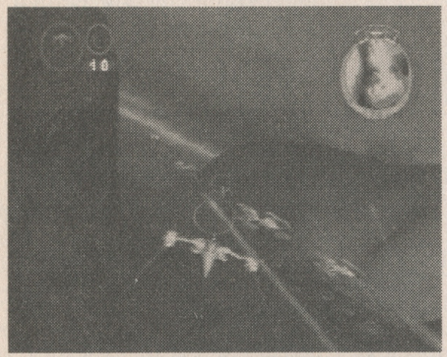
As soon as you have the bonus fly into the Hutt's base via one of the gaps in the mountain wall. You will be assisted here. Fly round the Hutt's ship and take out all the laser turrets. After this head for the centre and destroy the missile launchers.



Let your mates dog fight with the enemy fighters whilst you concentrate on the Hutt's massive ship. Unleash all of your secondary weapons into it. After this head round to the back of the ship and start firing with your lasers. As soon as the Hutt's ship is toast the mission will be over.

LIBERATION OF CAMP 4

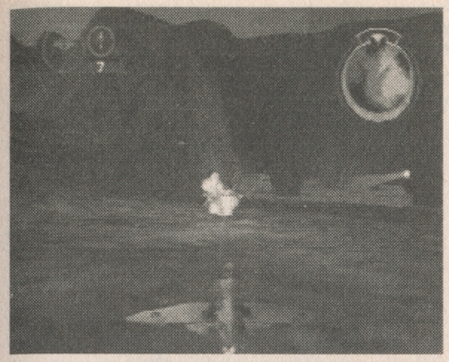
This mission requires you to fly around in a star ship and blow stuff up, funnily enough! Then you get a land speeder and you have to blow stuff up. Finally you swop one land speeder for a better one and blow even more stuff up, therefore making this one of the best levels in the game.



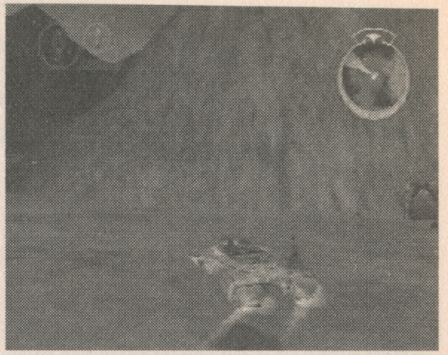
Fly in formation with your buddies and enter the canyon. Take out the turrets on the side and watch out for the carrier ship. Don't bother shooting it just follow the thing and avoid or destroy any mines it lays. There are some farmers getting attacked so go and rescue them on condition they don't kill any more foxes.

Another farmer group is also being attacked so deal with them likewise. Follow the river under you into the big canyon. Fly through this canyon taking out as many turrets as possible. This will lead to a small base.

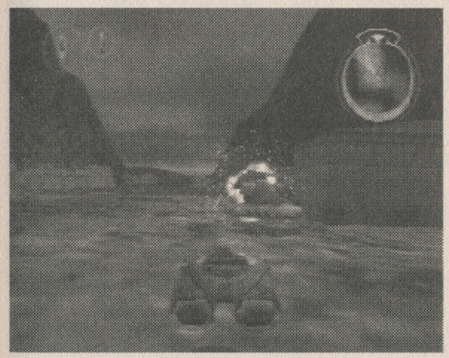
Assist Kol in destroying the turrets and fighters and then transfer to a ground vehicle via the large hanger building. Stay in line with the two transports without shooting them. Destroy the gate turrets of the base and let the transports guide you in past the red force field.



Once in, shoot the Heavy STAPs and head up the winding hill to the left as you enter the camp. At the top shoot the generator to the right of the enclosure and then fly in and shoot the prison door. Head out and up disposing of any turrets as you do so. In the next base look for a hanger just past the entrance and transfer into the cool Gian Speeder.



Use its superior firepower to take out all the turrets including the one on the hill above. Float down the middle of the compound and when you see some boxes blow them up. Go through the hole you just made and destroy the generator. Shoot the barracks and then do the same on the opposite compound.

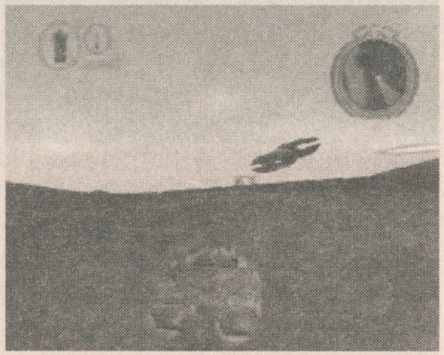


Go up the slope behind the right camp and blow up the generator. Head out through the opened gate and down. Deal with all the tanks and turrets. Your airborne buddy will create a hole in a wall. Go through and climb up the slope to destroy the generator. Continue uphill for a bonus and then exit the level by the main gate below.

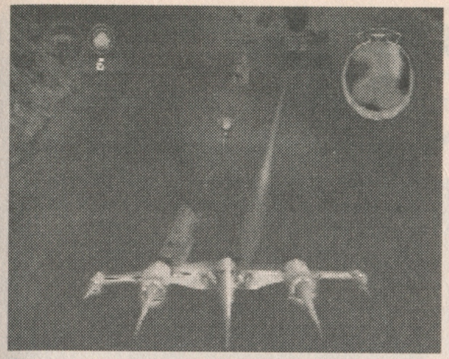
THE QUEENS GAMBIT

Now the plot starts to catch up with the film as you go about doing the Queens dirty work. You will soon meet with one of the film cast and get to test drive a bomber.

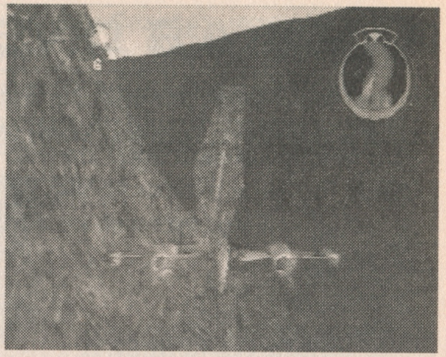
As soon as you gain control head forwards and engage the enemy. Follow through by disposing of all droid army dudes in the area then Panaka will recruit you. After your briefing follow your radar and blast the tank in front. It will knock down some rocks blocking your way so you have to go round.



Go straight ahead to the nearby firefight and eliminate all the tanks attacking the base. Then move into the hangar to take control of a Naboo bomber. Once in the air take a good look at the massive convoy you must stop.

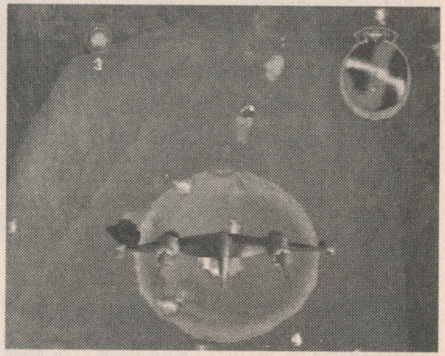


Fly over the convoy taking pot shots at it if you wish. Ignore the troop transports and concentrate all your fire on the ground turrets and floating mines. Fly along the canyon doing as much damage to the front of the convoy as possible.



As you proceed you get a message regarding unstable rock pillars. As you approach these, hold down the fire button until they fall down. Fly through the valley and take all similar rock pillars out as this slows down the convoy.

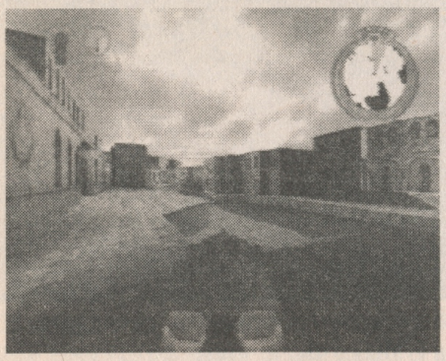
Eventually you and the convoy will reach a bridge. Wait for the bomb to be placed on the bridge and as soon as the speeder has backed away drop one of your own bombs onto the bridge to complete the mission. You need to aim your bomb for their bomb. Do it before any vehicles reach the far side.



PANAKA'S DIVERSION

Another top mission and also the first really testing one. The key here is to inch your way along nice and slowly blowing up tanks and droids as you go.

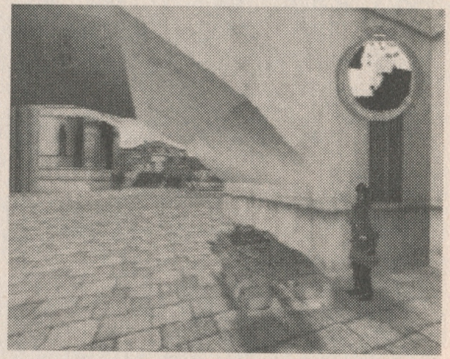
Go straight ahead and waste all the puny droids. Eventually you will reach a square with two tanks. As you approach the square let rip with all your weapons on the tanks and proceed along with your teammate.



Go slow and kill the tank across the river. Then knock out any droids to your left before disposing of the two gunboats floating down stream. Catch up with Kol and while he blows up gates you should concentrate on destroying all enemies.

Keep going through the streets helping Kol in the process. When you reach a tunnel shoot the two tanks beyond and then eliminate the battle droids hanging around. Follow your bigger team at a distance and when they get attacked by the tank pull back and shoot them from behind.

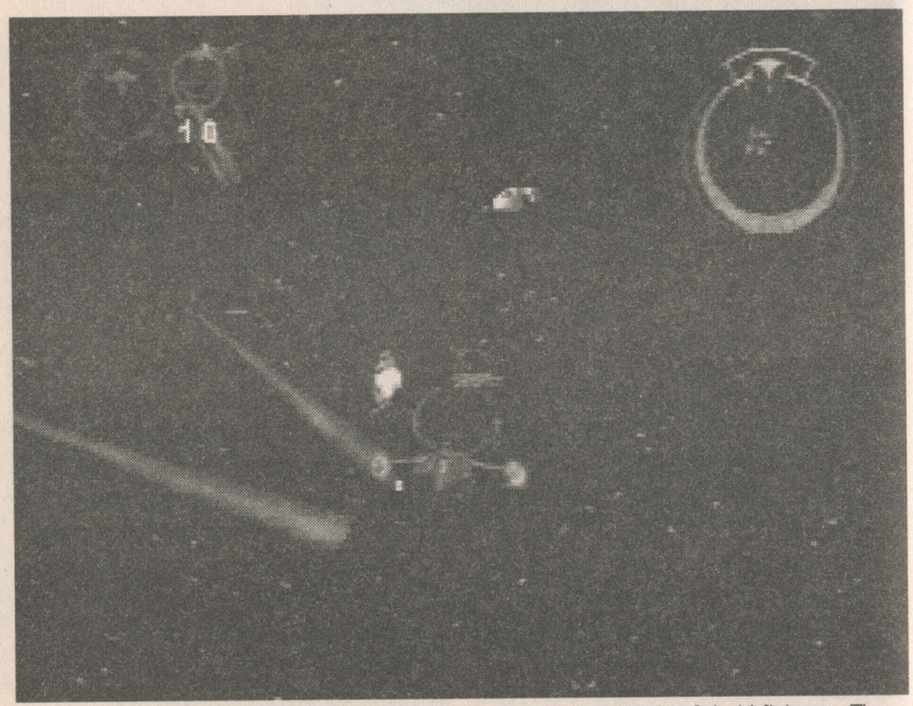
Soon enough you will end up in front of the courthouse. Help your team mop up any remaining resistance and then race forward. In the next square you need to destroy all the droids and then let the commando team blow up the gate.



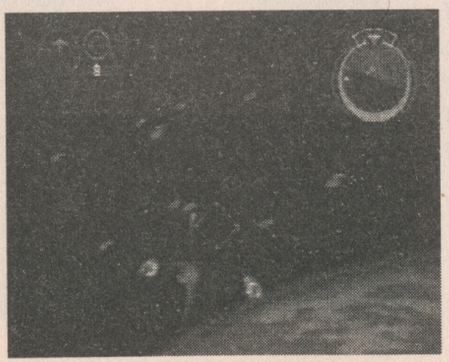
Go through and meet up with Panaka. This is a hard battle. Slowly inch your way forward. As soon as a target is visible stop and blast it. Continue inching out and take out all of the tanks. Once they are destroyed the mission is over.

BATTLE FOR NABOO

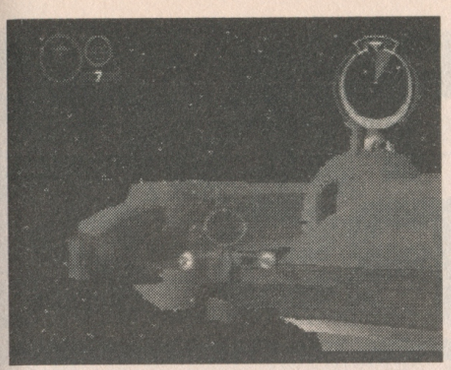
Remember the big space fight in the film at the end? Well you are about to take part. The best way to destroy enemy fighters is to come in fast from behind and then hold down fire over them until they disintegrate.



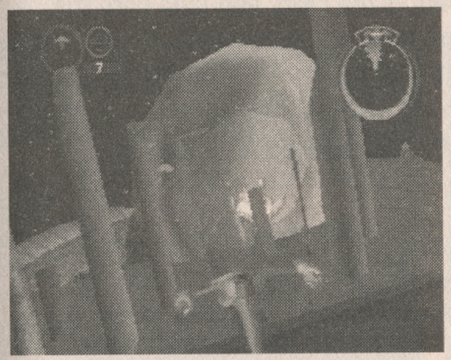
The first part of this mission is a straight out dogfight with a horde of droid fighters. The best way to deal with this battle is by staying away from the main group and picking off any fighters that get separated.



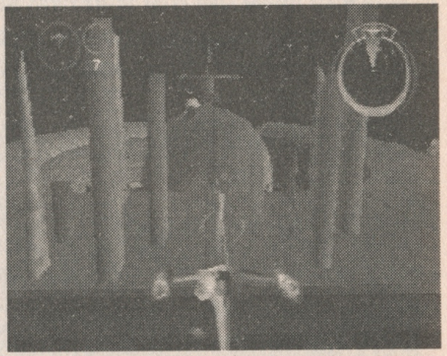
It is imperative that you survive this initial conflict with all your lives as the second part is far harder. Fly into the fight all guns blazing and pass straight through whilst weaving about to avoid getting shot up. Once through fly out and turn around for another pass.



As soon as enough time has gone by the assault on the command ship will begin. Watch the cut scene to learn what to do. Once you regain control concentrate your fire on the tractor beam generators. Destroy all three and then fly over the surface of the ship to its behind.



There is a large dish here. Blow it up and head to the back of the ship. Your target is the main generator. This is situated where the connector between the central ball and outer rim joins the circular part of the command ship.



Fly far out behind the ship and go upward. Fly back towards the ship and hold down fire, aiming at the generator. It sparkles when hit. Keep making runs at it from behind the back of the command ship. Once it is destroyed you have completed the game and helped save the galaxy.Woo hoo!

FIGHTING VIPERS 2

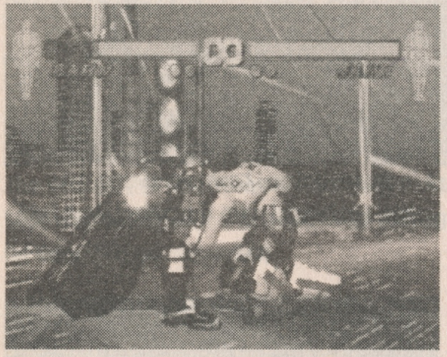
TAKING THE FIGHTING BACK TO THE STREETS

Prepare to leave the rule enforcing safety of the Dojo, and step onto the virtua streets for a crash course on how to become a fighting Viper. So go grab your armour and get ready to be put through your paces.

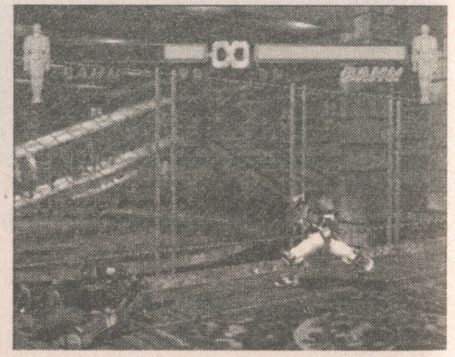
PREPARING THE VENOM

ARMOUR UP!

Here in this super-fast action packed game you'll need speed of thought, reactions and, most important of all, your own unique fighting style.



To become the big player about the virtua city you must study hard and combo harder. Taking ownership of all gang operations in this city is going to take combos, deep knowledge of the game system and a whole lot of smarts. Vipers ready?



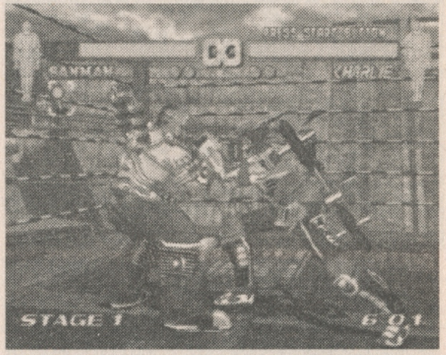
In this guide we are going to teach you not only combos, but how to play each character, learn your own style, and what moves you need to master to take ownership out on to the streets.

BASIC GAMEPLAY MECHANICS

THE SYSTEM

To get to the top of the pile a good knowledge of the way the game system works is essential. Knowing what's possible and what' s not before a fight begins is the difference between winning or shamefully losing. So learning this section intimately will stand you well on the way to being the Viper you deserve to be.

Learning play mechanics correctly will make you able to develop your own skills and tactics and give you a perfect understanding of the game.



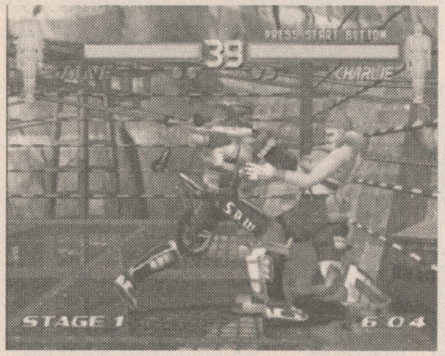
In this section you will learn; Throws and escapes, Armour tactics, Guarding levels, juggling / tech-ing and Movement / evading.

MOVEMENT AND EVADING

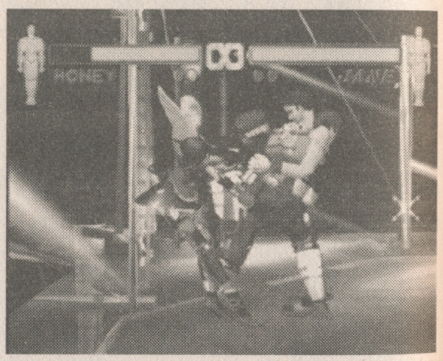
THE RIGHT MOVES

Use of movement is the first step to becoming a Viper of the highest order. To do this you'll need to know the control system. There are 3 buttons- Punch, Kick, and Guard which combine to allow you to execute moves.

To dash, press forward twice in quick succession but during this action you are unable to block. Likewise, to dash back tap backwards twice, to duck hold Down and to jump hold Up.



Dashing back at the right time can be a vital way to dodge attacks and counter in a streetwise way, and gain a counter hit for more damage.

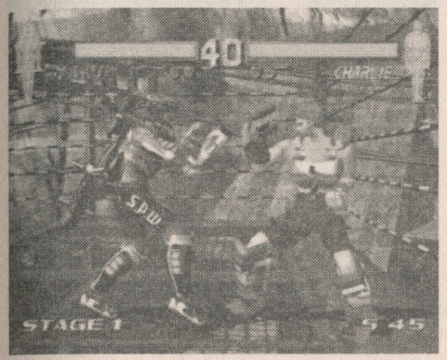


But be warned. If you mess up and the opponent does a move that your dash cannot escape from then you'll be unable to block. Youíll be hit hard and, if youíre really having a bad day then it'll be a counter hit and you could take big damage. Oops!

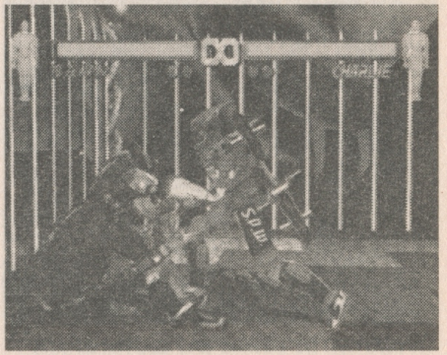
GUARDING LEVELS

PROTECT YOURSELF ON THE STREETS

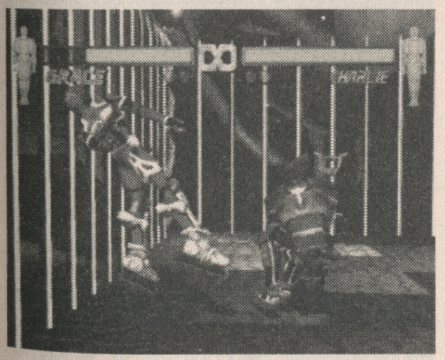
To fight is to defend, and to defend is to Guard, so this is how the Guarding system works. It's simple really.



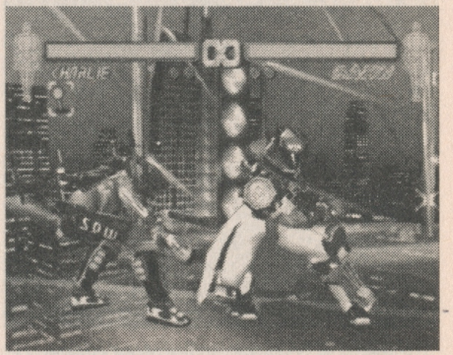
To Guard high and mid hits, press only Guard, and to Guard low hits press Guard and hold Down. The system is simple so you can Guard any move that is coming atícha from in front, with the exception of throws.



But beware, any move that hits in the back or from the side is unblockable. Also while you block in a low position you can be hit by all mid attacks, but all high blows will go over your head.



By holding Down when receiving a high attack, you can duck it then counter with a move while youíre standing up. To Guard low attacks hold D + G, the only way to do this. If you hold DF you will be hit by the attack.

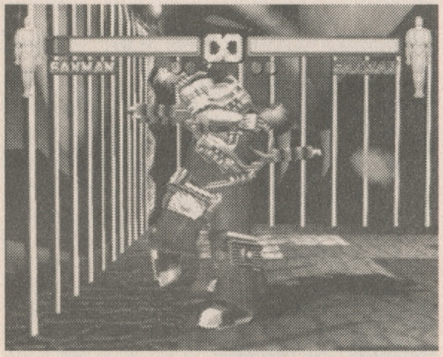


Some characters have moves that require you to block mid then low in quick succession. At a beginner level these attacks can be devastating so get used to their patterns and learn to counter them.

THROWS AND ESCAPES

TAKE YA HANDS OF ME!

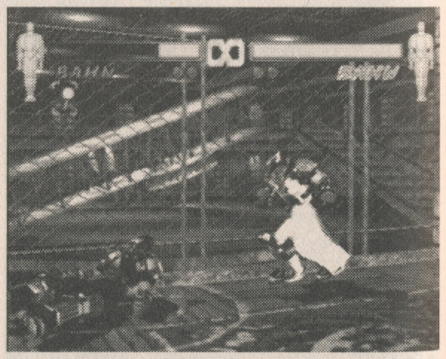
Throws can only be landed at very close range and are unblockable. Most throws only connect on a standing opponent but some are good with crouching and airborne enemies as well.



Throws can be ducked and countered just like normal high moves. But if you miss a throw you will have a lot of recovery time and you will be wide open to attack. So throw with caution.

If you duck a throw, rise up with a standing move to counter, gaining a counter hit and a free juggle.

Throws and grapples are a great option against defensive players who are hard to break down. When fighting with a character like Sanman the primary way to gain wins is through using throws.

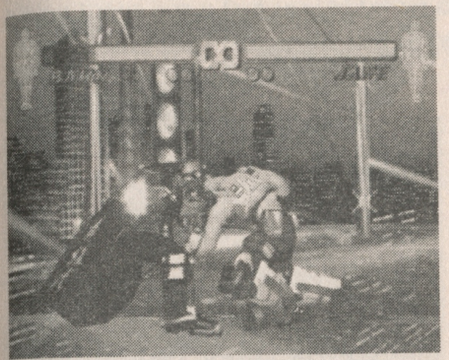


Be careful when going for a throw, if you mess up then you'll be left badly exposed to attack. Get used to the right distances to throw from.

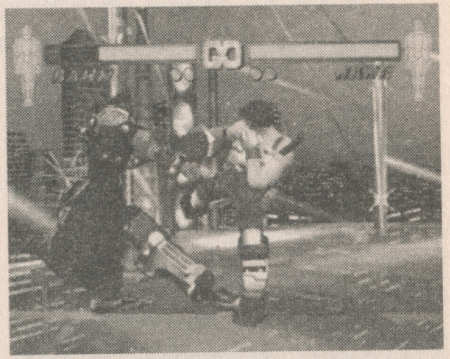
ARMOUR TACTICS

BREAKING THE GAME

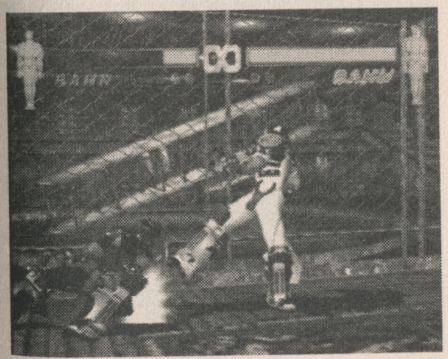
Armour is split into two parts- high and low. Each fighter starts out with his armour intact but as a fight goes on and you take and block hits, your armour will start to weaken.



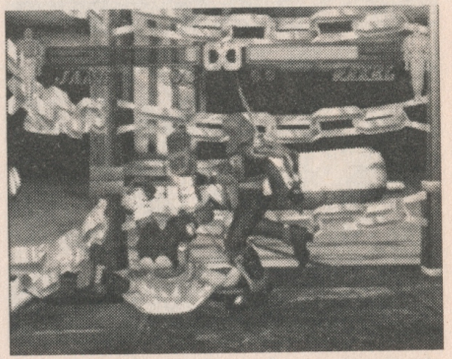
When their armour starts to weaken it's time for an Armour Breaker move. This is a move that will knock off their armour completely. These moves will either break the high or low armour, Bang!



When you can see that someoneís armour is ready to go, just do your Armour Breaker move. The result is a weaker opponent and a really hot special effect.



You'll have to look out for which part of your enemies armour is ready to break. If it's the top part of the armour that's weak then you need to do a high armour breaker if it's the low part then a low breaker is what's needed.



Some armour breakers have other uses, some will juggle as well. So, combined with making your opponent 50% weaker you'll have an instant chance to exploit this with a devastating juggle combo.

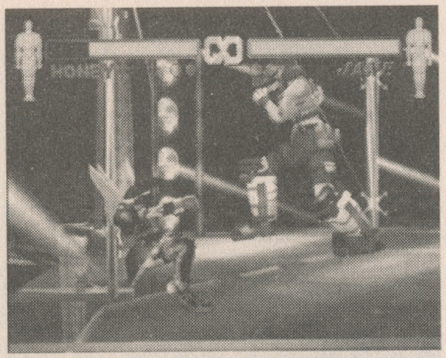
JUGGLING AND TECH-ING

THE FUN PART

The main way to do big damage in Fighting Vipers is to juggle. Juggling is where you knock opponents into the air and hit them with a combo while they are unable to block.

Juggles are started by a 'juggle starter' move that knocks your enemy into the air. But there is a downside, whilst in the air characters can tech. This is done by hitting Punch, Kick, and Guard at the same time.

Doing this makes your character flash white and gain control, but be warned, you still can't block while falling. So a smart opponent will be able to punish a badly executed juggle combo, and you should too.



Juggling is a really good way of doing damage to your opponent. But learning to do juggles can be a hard and frustrating lesson. Stick with it Viper!

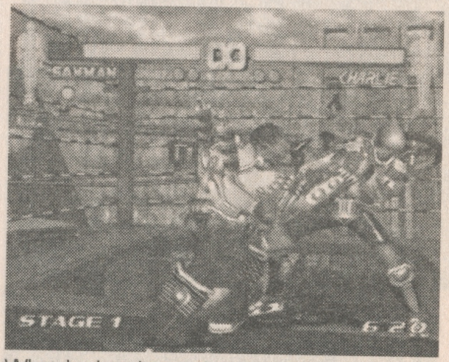
Tech-ing will become your best friend and your worst nightmare. If you use it at the right moment it's a great way of getting out of combos and following on with a counter. If used badly, one combo could take out your whole energy bar so be careful.

CHARACTERS: SANMAN

MR THROWZ!

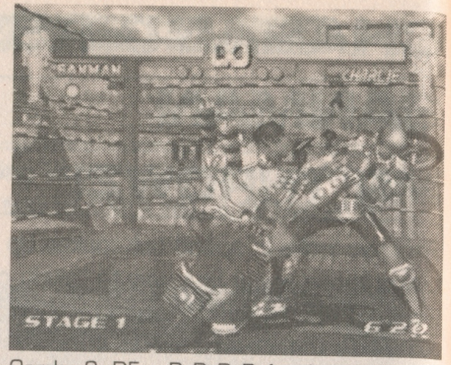
Sanman lacks in speed but makes up for this with his grapple attacks. Using these are a fast way to taking control of the streets- not only can Sanman use one-slam grabs but he has a few awesome grab combos that will more or less kill enemies.

Sanman's grab comboes are really tough to pull off. Don't rely only on throws though because he also has a great range of juggles.

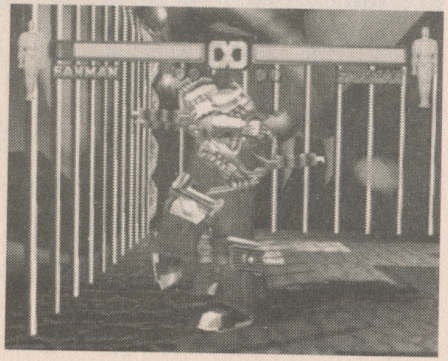


What he has in toughness and power though he loses in speed and countering. Sanman is also a very big target for those juggles. Sanman is the game's main throw character, using his throw combos will go a long way to becoming a master with him.

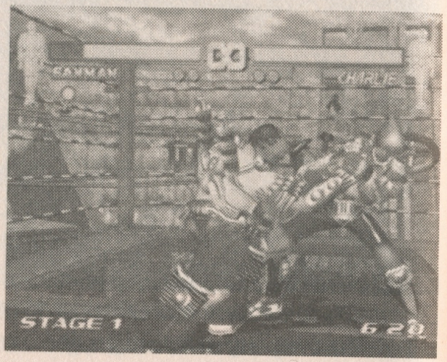
Combo 1- DF + P, P, P, P, P, (near wall) U+P.



Combo 2- DF + P, P, P, P, (against wall) B+K (Armour Breaker)



Combo 3- DB + P + G, (opponent on floor, against wall) DF + K

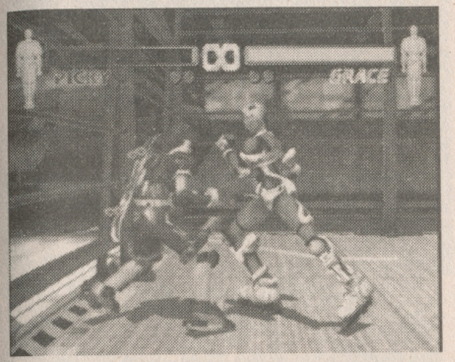


Combo 4- HCB + P + G, B, F + P + G

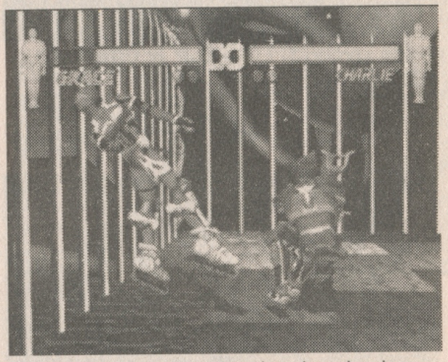
GRACE

OH IT'S TIGHT

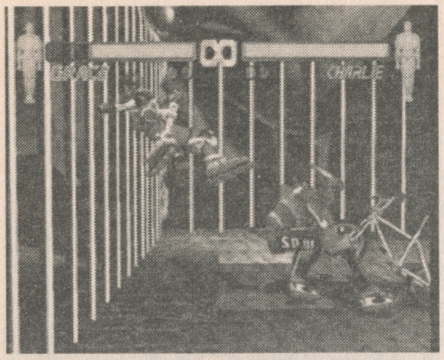
Grace is a fast character in this game, she is best suited to swift offence and long ground based combos to keep your opponent pinned down. Because of low armour, in long drawn-out bouts she is at a big disadvantage but in a fast paced fight she is near unstoppable.



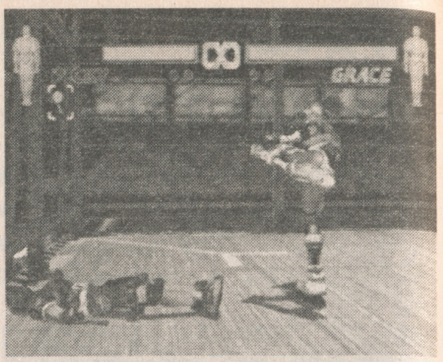
Grace is often left without any armour at the end of fights because she is very weak, but if played in the Right way she will be the one doing the attacking. Use the fast combos to pressure your opponent.



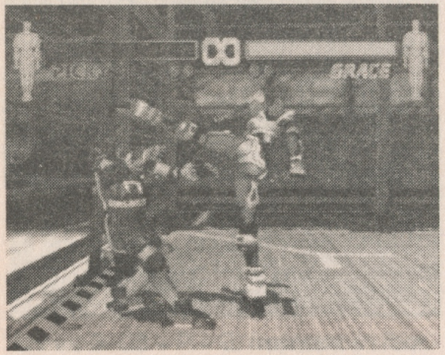
Grace also has great juggles, keeping her opponent reeling for up to ten hits!. Use these to deal out your finest damage.



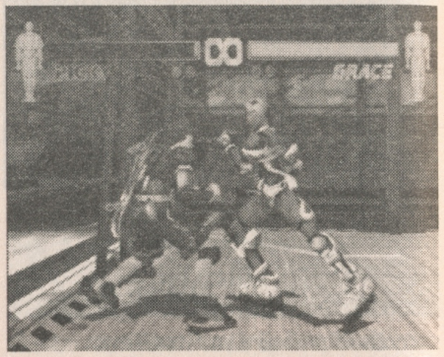
Grace combo 1- UF + K, P, P, P, P, P, (after opponent hits wall) D + K



Grace combo 2- DF + K, K, K, (opponent stunned) D + P, DF + P, (against wall), P, P, P, P, P, D + K



Grace combo 3- DF + K, K, K, U + K, UB + K

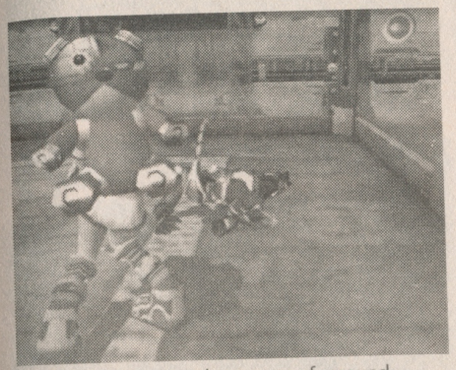


Grace combo 4- DF, K, K, K, (stunned) P + K, (stunned) D + P, (on floor) D + K

MAHLER

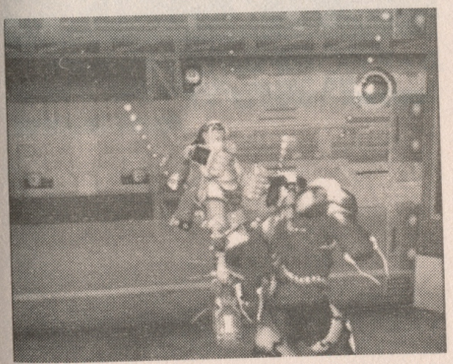
THE ARMOURED POWERHOUSE

Mahler is the younger brother of Big Mahler, the city's criminal leader and lord of all that's bad.

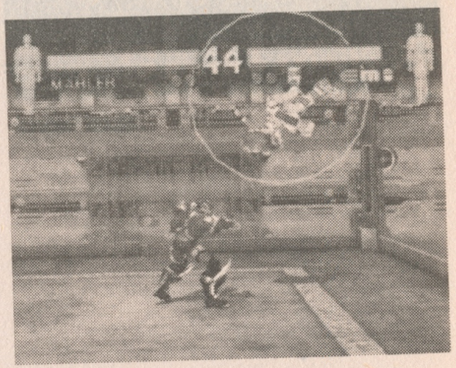


Mahler has a stunning array of ground based and air combos, this combined with his strength make him one of the top characters in the game.

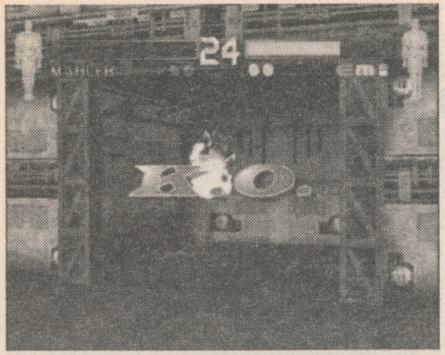
Mahler is also one of the games faster fighters. Use his speed to feint opponents, make them think youíre doing something else then punish them for their innocence!



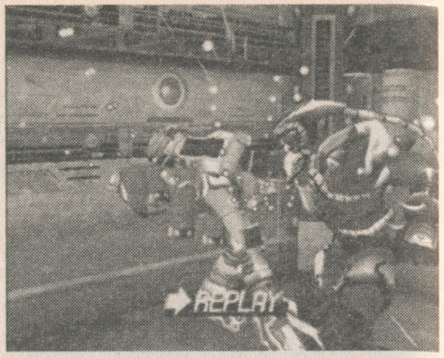
Mahler has amazing speed and strength and also has a mad array of ground based combos. Use both ground and juggle comboes to own your opponent, combine this with good use of the wall and you'll be racking up the wins.



Mahler's armour strength is between that of someone like Grace, and Sanman so armour watching is something you shouldn't have to do much. Try not to play in an ultra defensive way though or your armour'll go.

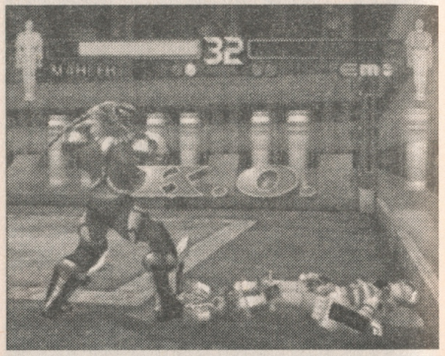


Combo 1- DF + P, (near wall) P, P, P



Combo 2- DB + K + G, (while standing) P, P, P, P

F + K + G, D + K, K, DF + K, (near wall) DF + P



B + P + K, (near wall) DF + P, P, P, P, P, (opponent floored) DF + K

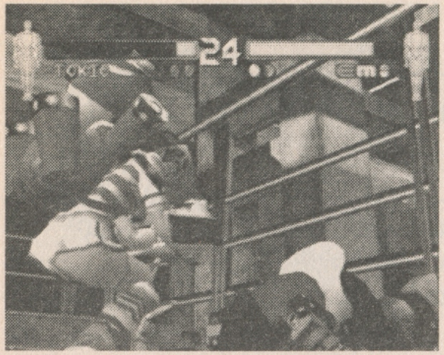
TOKIO

A FAST MALE IN A FIGHTING GAME..HMM

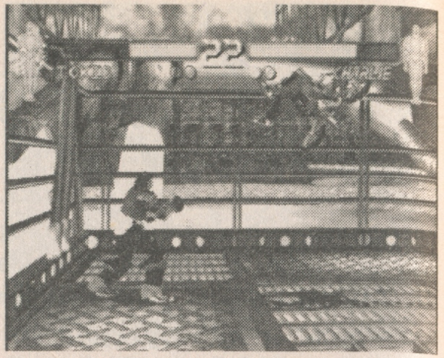
Speed, that's how to play Tokio- his lighting speed is blinding. Keep your opponent guessing with speedy high and low attacks, and evade counters with fast backdashing. You'll also have to learn difficult juggles to really make inroads into opponent's energy bars.

Against a wall Tokio can be a real danger. When using his high low combos not only is he fast but blocking his attacks at this speed is really difficult. He isn't the strongest though.

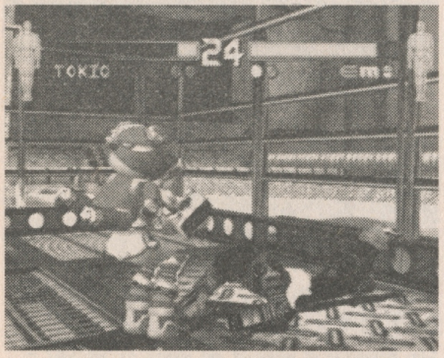
Fighting without armour may be something you'll have to get used to when using Tokio. His armour is almost as weak as Honey' s which will put him at a disadvantage in longer bouts.



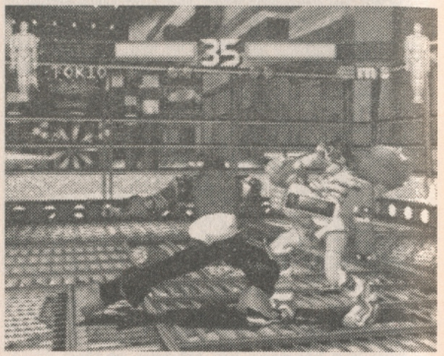
Tokio combo 1- DF + P, F + P, P, K



Tokio combo 2- K, P, P, P, P, (opponent floored) U + P



DF + P, UB + K, (opponent floored) DF + K

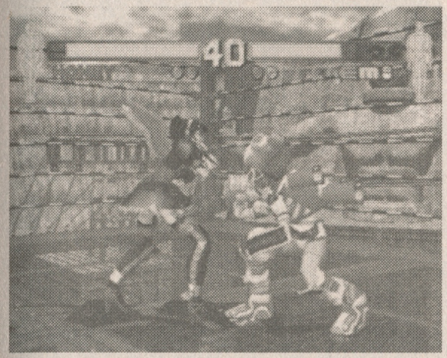


(near wall) D + K + G, P, P, P, K, K, K, (opponent floored) DF + K

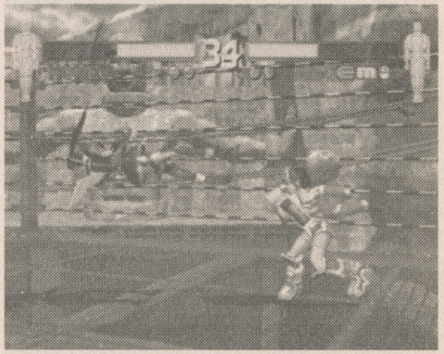
HONEY

SWEET THINGS

Honey is the sister of Candy from the FV1 nude picture fame. Like Grace she has very weak armour but is super fast. She is known as a difficult character to use in beat 'em up circles but invest some time and you'll be killing with the best of 'em. Keep the fights short and quick.

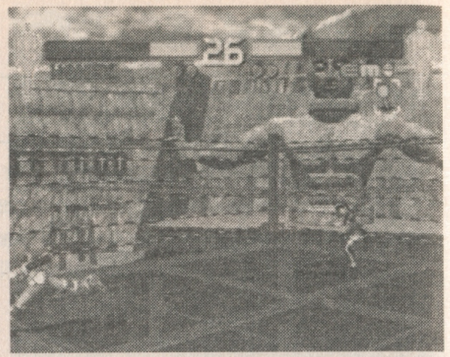


Try not to be distracted by Candy's short skirt when she has no armour. She's practically naked!



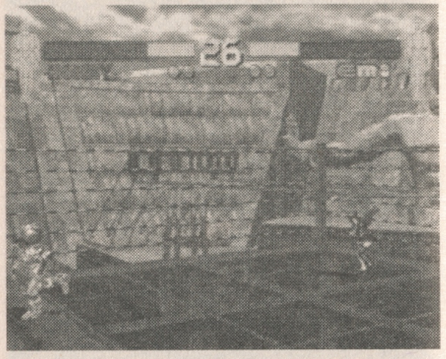
Candy has one of the shortest reaches in the game so staying close to your opponent will help you on your quest to being the toughest in the city.

Honey combo 1- DF + P, P, P, P



Honey combo 2- F, D, DF + P, DF + K, P, P, P, K, (opponent floored) DF + K

Honey combo 3- (near wall) DF + P, F + P

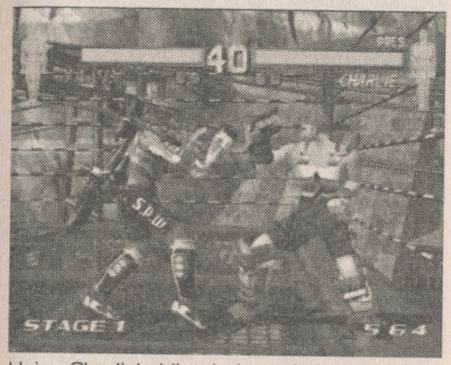


Honey combo 4- F, D, DF + P, DF + P, DF + K, DF + P, P, P, P, K, (opponent floored) DF + K

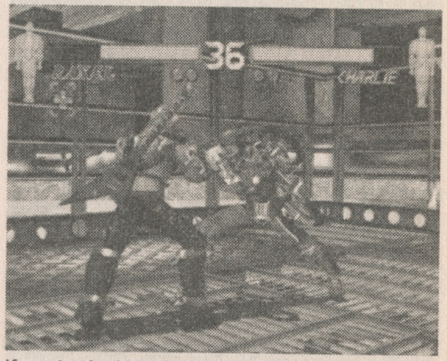
CHARLIE

CHARLIE'S THE ANGEL!

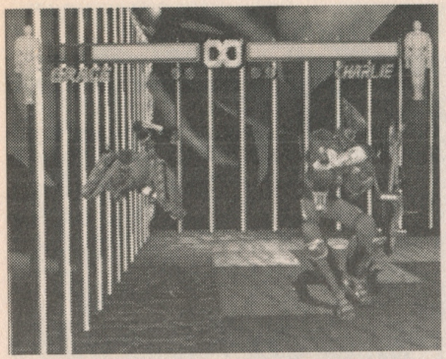
Without a doubt Charlie is the most stylish character in the game. Charlie fights with his bike on his back and uses it in his more outrageous attacks. Charlie is probably the hardest character to use in the game, because of the time it takes to get on his bike and do his better attacks. Use him with care.



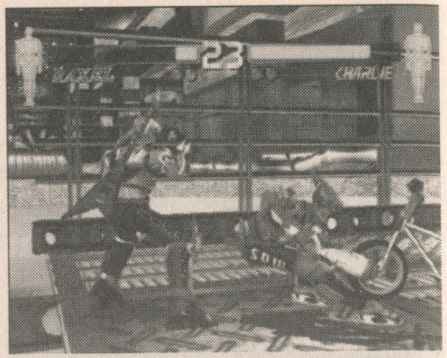
Using Charlie's bike during a fight is no mean feat, this is because of the recovery time he has when he gets on his bike. Most smart enemies will knock you off before you get a chance to hit them. Charlie also can't block while he's on his bike.



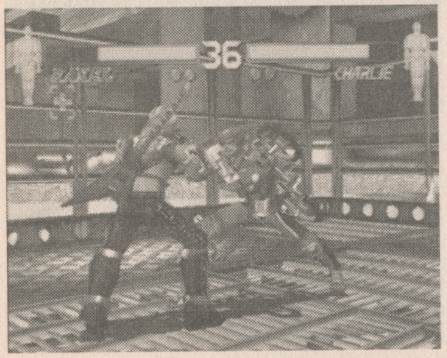
If youíre looking for a challenge then try to put a BMX move into a juggle combo. Jumping on the bike while your opponents in the air takes real speed and timing.



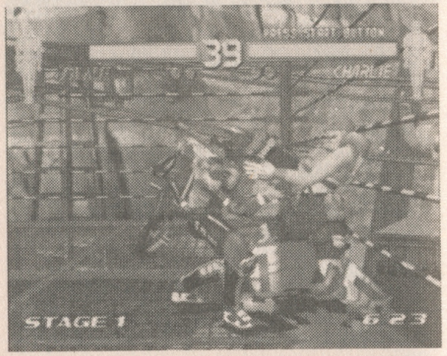
Charlie combo 1- DF + P, P, P, P, K, (opponent floored) DB + K



Charlie combo 2- (on BMX) K, P, P, P, K, (opponent floored) DB + K (x3)



Charlie combo 3- (on BMX) P + K + G, P, P, P, P, K, DB + K (x3)

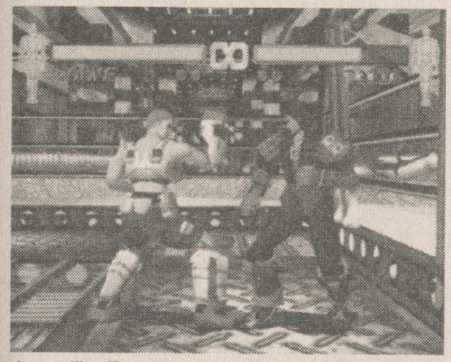


Charlie combo 4- (on BMX, near wall) P + K + G, P, DF + P, K, P, P, P, K, DB + K (x3)

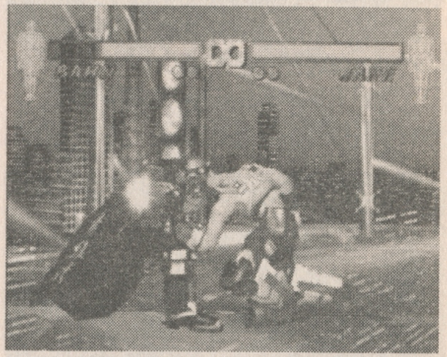
JANE

THE TOMBOY

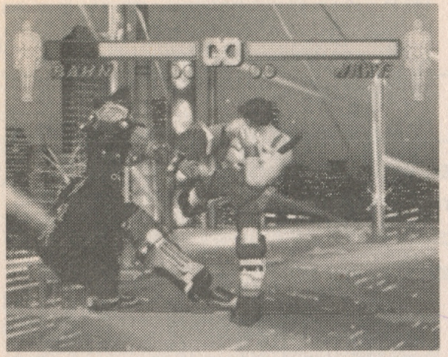
Jane is something of a unique character in fighting games- the closest similar character would be R-Mika from Streetfighter Alpha 3. Big and surly Jane has power and good grapple stats, add this to her juggling and she becomes one of the games power houses, watch out for the red hand.



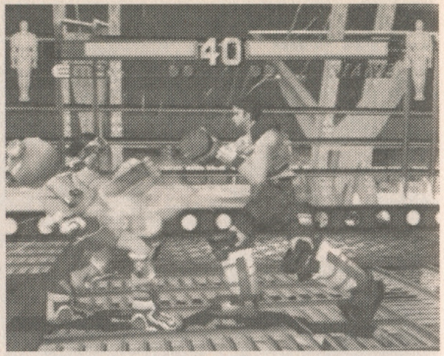
Jane, like Bahn has the ability to flow clean from a move into a throw. This is because the start-up animation on some of her moves is very similar to that of her throws. This means she can do a move that brings her closer to you. Then you block, and BANG she grabs you.



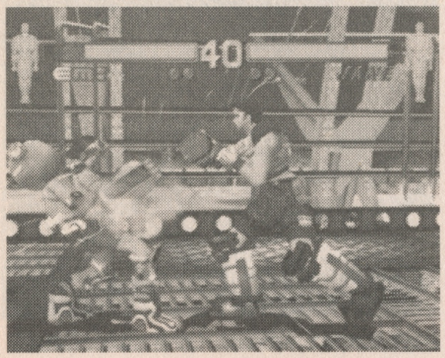
Jane also has good armour strength making her a good choice against the heavier fighters in the game. Her speed is average though so it would be a good idea to stay in close contact with faster characters like Grace or Tokio.



Jane combo 1- (near wall) P + K + G, F, F + P + G, P, P, K + G + U + P, (opponent floored) U + P



Jane combo 2- (near wall, opponent rising) P + K, DF + P + G, F, F + P + G, P, P, P, (opponent floored) U + P



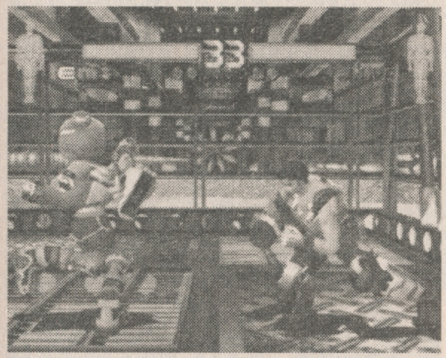
Jane combo 3- DF + P + G, P, P, D + K + G, D + P, D + P

Jane combo 4- (Near wall) F + K + G, F + P + G, G, DB + K, K + G, P

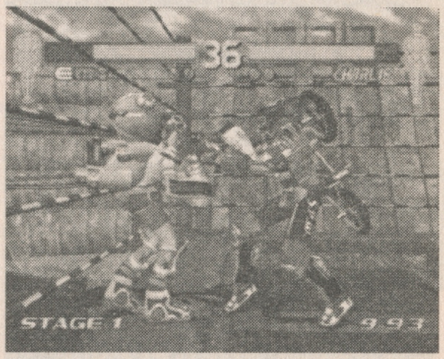
EMI

READY TO GO

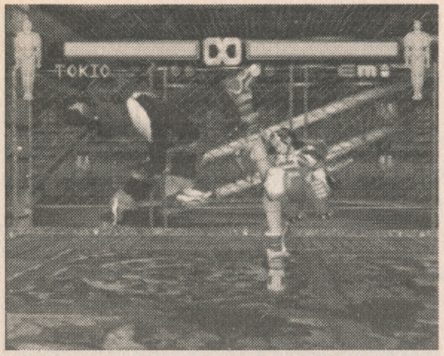
Being the youngest character in the game, you'd think she wouldn't stand a chance. In a way she doesn't- she has super weak armour and isn't that fast. But what she does have is mix-up mid to low. Using this she can keep opponents guessing as to where the next hit is coming from, she is also the best in the game for combos that lift the opponent off the floor.



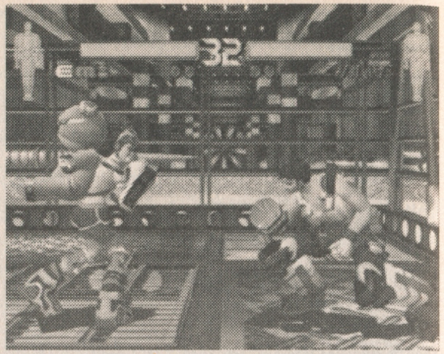
Emi's small size should be used to your advantage, dodge in and out of attacks, and counter.



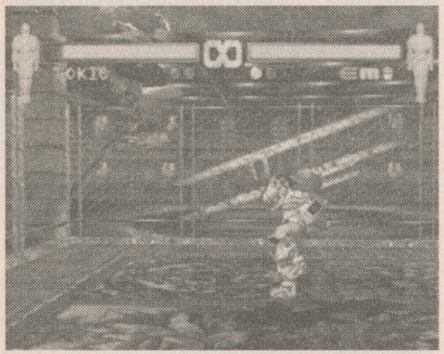
Emi has great low attacks that can be used to start combos from the floor. If your enemy is on the floor with this girl that's where he should stay.



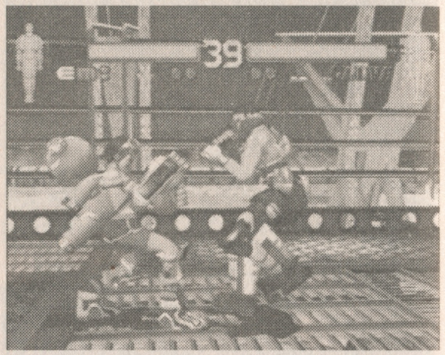
Emi combo1- (near wall) DF + P, P, P, P, P, P, P, D + K, (opponent floored) U + P



Emi combo 2- B + K, P, P, P, D, D, DB + KK, (opponent floored) U + P,



Emi combo 3- (near wall) B + K, P, P, P, P, P, P, K, (opponent floored) U + P

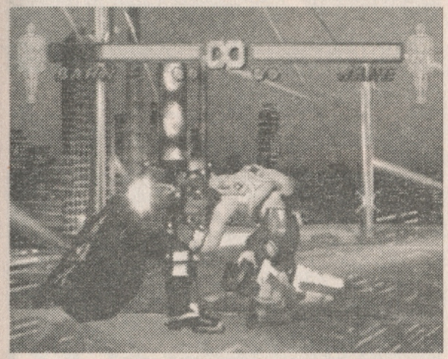


Emi combo 4- (near wall) B + K, P, P, P, F + P + K, (opponent floored) U + P

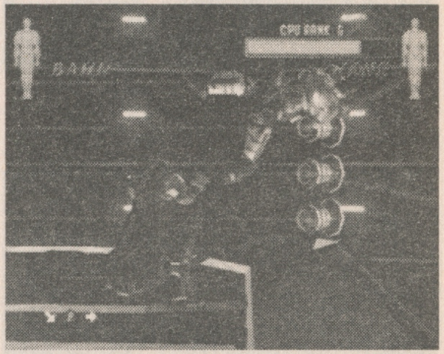
BAHN

THE WOULD-BE GANG LEADER

Fresh from his battle with Virtua Fighter Akira, Bahn is now stronger than ever. He combines strength with speed, has great armour and is quick enough to keep opponents guessing. His juggles are also devastating.



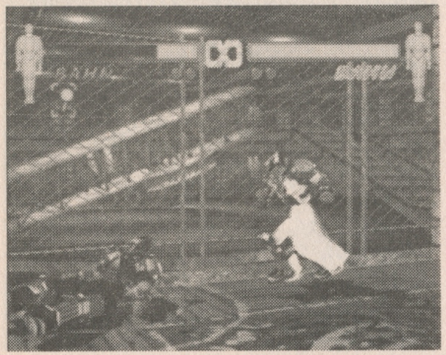
Bahn is the Dominator, no question. His attacks are both fast and damaging. Bahn can also flow from his special moves into throws, just like Jane.



Bahn once got into a fight with Akira, from Virtua Fighter. This was during the crossover game Fighters Megamix on the Sega Saturn.

Bahn combo 1- DF + P, F, D, DF + P (x2), (opponent floored) U + P

Bahn combo 2- (near wall) DB + P + K, DB + P + K, DB + P + K, F, D, DF + P, U + P



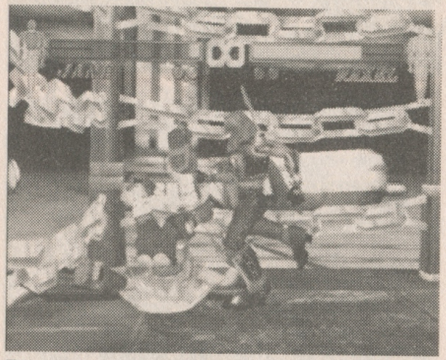
Bahn combo 3- (near wall) DB + P + G, DF + P + G, DB + P + G, DF + P + G, K + G

Bahn combo 4- (near wall) DB + P + G, DF + P + G, DB + P + G, DF + P + G, F, D, DF + P, (opponent floored) U + P

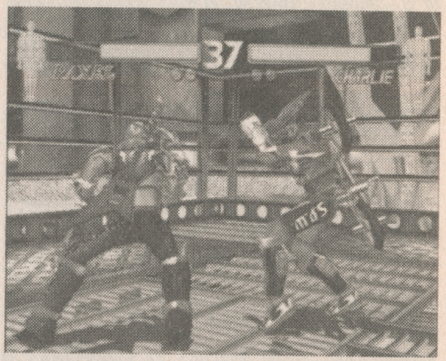
RAXEL

PULLING THE STRINGS

Raxel fights with his guitar as his main weapon. Being fast is the key to mastering Raxel, this is because you'll need speed of thought to keep up with yourself, let alone the opposition.

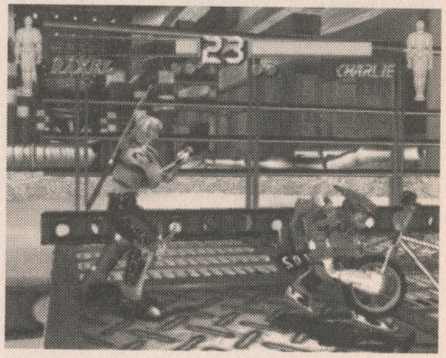


Raxel also has slightly weaker armour strength than the likes of Bahn, but has a greater array of armour breakers making him a good choice for people who are after a challenge.



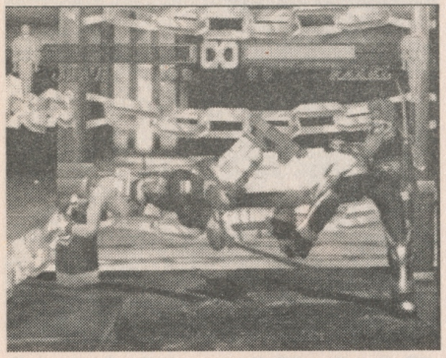
Using Raxel's guitar is the way to go if you're planning on winning. Many of Raxels armour breakers rely on the strings.

Don't expect Tokio speed when playing Raxel, he's just not that fast. But he will beat out Bahn for speed but really excels in terms of reach. Using his guitar he has the greatest reach in the game.

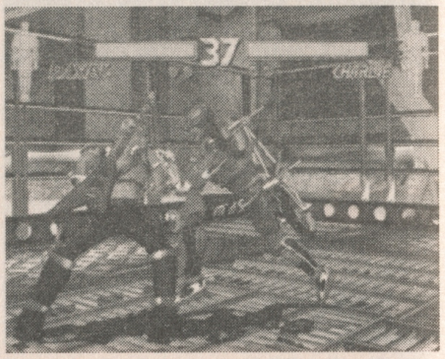


Raxel combo 1- (near wall) K + G, F + K, F, DF, F + P + G, (opponent floored) D + P + G

Raxel combo 2- (near wall on left side) K + G, P + K, (opponent floored) U + P



Raxel combo 3- (near wall) K + G, D + P + G, P, P, P + G, (opponent floored) U + P, D + K + G (to slide close), P + G

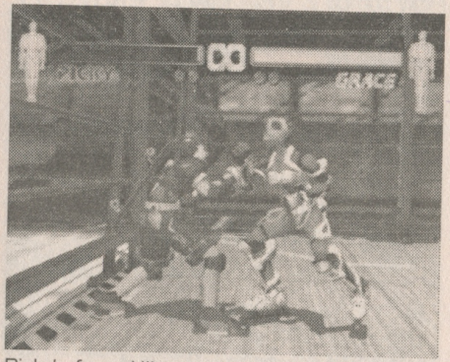


Raxel combo 4- (near wall) D + K + P + G, DF + P, P + G, F + K + G, P, P, P + G, D + P

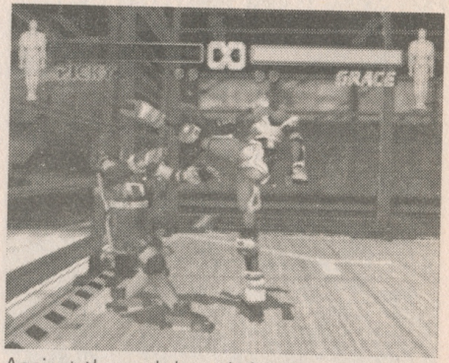
PICKY

THE CHOSEN ONE

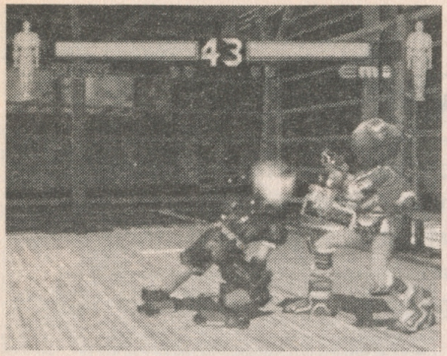
Picky is the small man's balance character. Compared to the other small characters he's relatively balanced, (Emi, Honey). But compared to the big guys (Mahler, Sanman), he's just another victim. Play to your strengths when using Picky, against characters weaker and faster than you big comboes and rushes would be best. Against the bigger characters, keep it fast and the encounters brief.



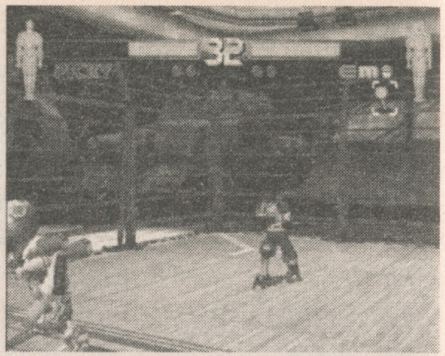
Picky's fast skills are best put to work on characters that are bigger than himself, this is because even though he has a small appearance he has the armour strength to take on the big guys- but keep it fast.



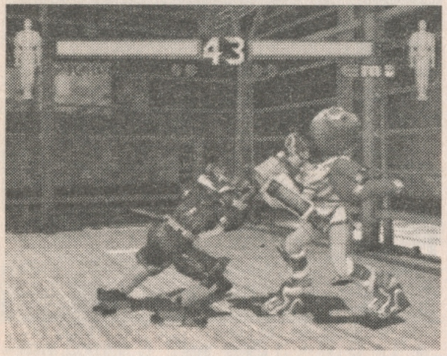
Against the grab based characters like Sanman, Picky is at a real disadvantage. This is because he hasn't got the range on his attacks to keep it a distance based fight, and when he has to come in close range he stands a risk of being grabbed. Add to this the fact that Picky needs to hit the enemy a lot to win, then characters like Sanman and Jane have a big advantage.



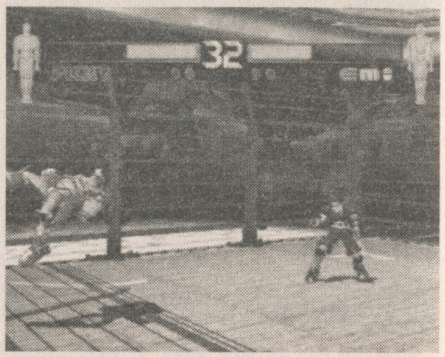
Picky combo 1- (near wall) P, P, K + G, P, P, K + G, P, P, K, K + G, (ooponent floored) U + P



Picky combo 2- (near wall) UF + K, P, P, K + G, P, P, K, K + G, (opponent floored) U + P + G



Picky combo 3- (near wall) P, P, K + G, P, P, K + G, F, D, DF + P + G, (opponent floored) U + P

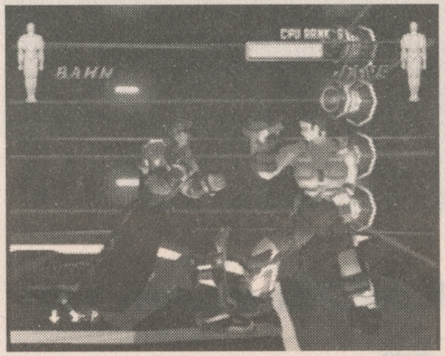


Picky combo 4- (near wall) P, P, K + G, P, P, K + G, F, D, DF + P + G, K + G, (opponent floored) F + P + G + K, U + P

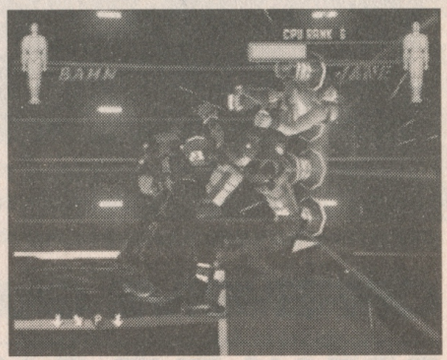
NUCLEAR WEAPONS

BEYOND THE CONVENTIONAL

Here's where things get advanced. Each move and special in all fighting games (in fact in every game) is made up from a collection of frames. A frame of animation is like a picture, these pictures are updated 60 times per second in Fighting Vipers 2. Each move is a collection of frames. Now you can split moves into their component frames, and they fall into 3 categories. Start-up, active, and recovery.



Start-Up animation is the frames that start a move. It is when you are hit here that counter hits register.

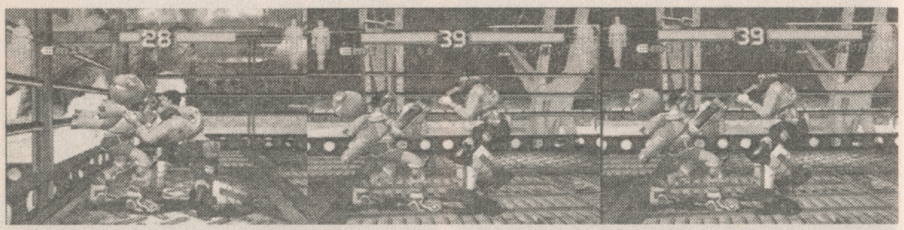


Not many people know the true meaning of this word. After the active frames of a move are complete your fighter has to return to his normal standing animation before he can do anything else. These intermitting frames are called recovery time and almost every move has recovery. These are the frames when youíre most exposed.

FRAMES

USES

The uses of knowing frame data for each of the characters are limitless, (and apply to all games ever made). If you know the start-up, active, and recovery frames of all the characters, then you'll know exactly what's possible and what's not.



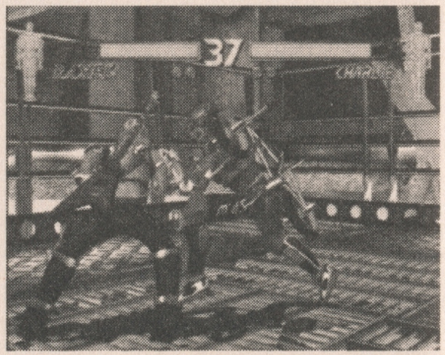
Here is an example of frame data in use. If you do a punch punch punch kick combo and Jane sees this, she can block the high hits then interrupt the string with an uppercut gaining not only a juggle but also a counter hit.

OFFENSIVE GUARDS (PARRYING)

BREAK THE GAME

Offensive guarding is done by pressing Punch, Kick and Guard. Your character will twist to an angle and you will see a small blue flash. If your opponent tries to hit you then you'll counter them leaving you able to hit them for a short time period.

You need great timing to use Parrying, due to the intense speed of the attacks in Fighting Vipers.

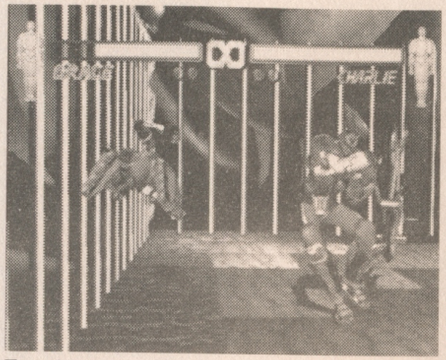


Even parrying has start-up, active and recovery frames. These can be used against you.

SECRETS

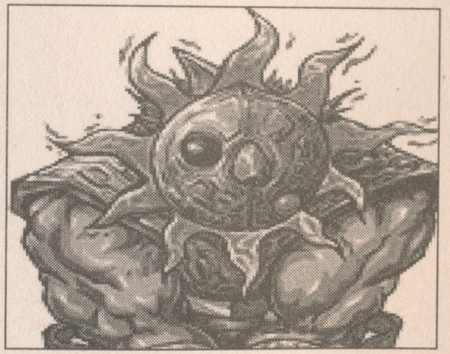
THE UNTOLD STORIES

Hidden away in FV2 there are also three extra characters BM (Big Mahler) the older brother of Mahler. Delsol (A Viking), and Khun (a mysterious traveller).

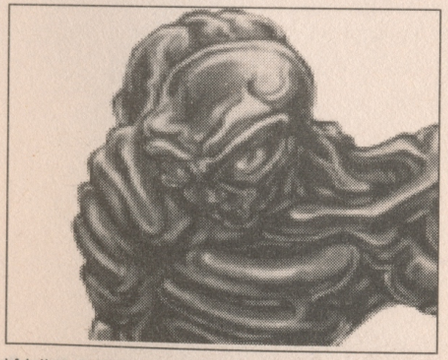


To gain the secret characters you'll have to use your best skills. It won't be easy but with hard work and determination youíll eventually earn them.

Bonus stage- In Arcade / Random Mode, finish Stage 7 in less than 5:50 with at least half your strength remaining or a Super K.O. Unlock BM- In Arcade or Random Mode, defeat B.M. with a Super K.O. (or Armor Removal).



Unlock Del Sol- Defeat Del Sol in Random Mode, then continue on and complete the game. Del Sol will randomly appear as Tokio's first opponent. Unlock Kuhn- In Arcade Mode, get to and defeat Mahler in under 5m50s with at least half your strength or with a Super K.O. (or Armor Removal), then defeat Kuhn in the Bonus Stage.



Well now you know the all important skills you'll need to becoming a Viper, here's the bit where you learn that youíre only just starting on the long road. As in all fighting games you'll need skill and a will of steel to become a top class player. Good luck.

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Cover: Dan Payne **Editor:** Alex C

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